

GAMEFAN

EXT GENERATION VIDEO GAME MAGAZINE

ME 3 • ISSUE 3

MORTAL KOMBAT II

32X

GA'S NEW
PERSTAR
BUCKLES
MES TO THE 32X IN:
AOTIX

DE THIS ISSUE:

X:
MPO
TAL HEAD
GA SATURN:
TORY GOAL
NY PLAYSTATION:
TOR TOON GP
EAK THE BLOOD

SPECIAL FEATURES:
REET FIGHTER II
ANIMATED MOVIE
S '95
ST REVIEW:
C'S PC-FX

ARA'S INCREDIBLE
H SHIN DEN



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Crushing check! Over 1,000 animated frames including slap shots, wrist shots and 14 different goalie animations!



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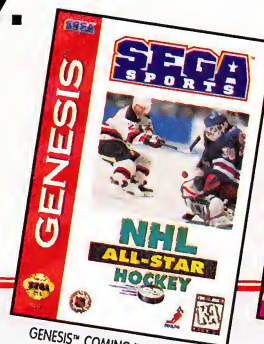
Game Gear™ gives you all 26 NHL teams - and all real NHL players for playoff action straight through the Stanley Cup Finals!

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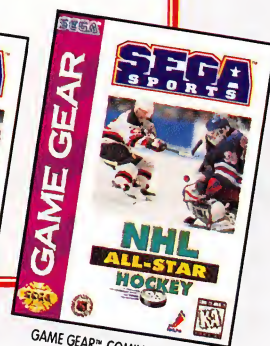
Skate your way to Stanley Cup® glory with all-new All-Star Hockey! Play with all 26 NHL® teams and all 650 NHL Players including Bure, Messier, Yzerman, Jagr, Lindros, Hull, Irbe, Chelios and more! Real ice-action is here too with line changes, "speed bursts", instant replays, one timers - with a battery that tracks season standings & stats, sampled sound effects and color commentary from Marv Albert, voice of the NY Rangers. It's as real as it gets - and it's only from Sega Sports™!



Game Gear™ features may vary from Genesis™



GENESIS™ COMING IN FEBRUARY



GAME GEAR™ COMING IN MARCH



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SO REAL YOU'LL FORGET IT'S A GAME

**ALL
NEW**

NBA ACTION '95

STARRING DAVID ROBINSON



Reggie Miller will be raining 3's!



Robinson takes his slams to a new level!



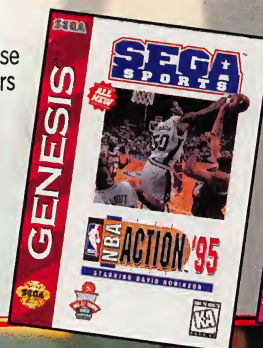
Rookie sensation Grant Hill explodes to the hole!

RISE ABOVE THE REST!

Real NBA stars including Patrick Ewing, Hakeem Olajuwon, Tim Hardaway, Jason Kidd, Shawn Kemp and Larry Johnson take flight with our "All-New Fast Breaking View." Choose from 27 NBA Teams, to battle through League, Playoffs and the NBA Finals. Trade players to build a dynasty, then immortalize the glory with your own personalized card! Create your own players, put yourself in the game, and see how you measure up to NBA stars or play with 30 Hall of Famers. Large Battery tracks stats in 19 different categories. Marv Albert calls all the action. NBA Action '95 starring David Robinson is fan-tastic!

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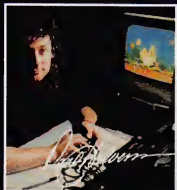
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SO REAL YOU'LL FORGET IT'S A GAME

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AND ALL OF OUR READERS...

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Wow, it's been non-stop mayhem since we returned from the Winter CES. We had only 13 days to put this issue together, so there wasn't much sleeping at GameFan this month. On top of that, product is slow in coming as many companies make ready their plans for the upcoming 64-bit system roll-outs. While making the rounds at the CES, I was quite surprised by the amount of developers who have already taken the 64-bit plunge. After talking with many a frustrated developer, I can understand why. One of the main attractions to the Playstation and Saturn is the CD format itself. Being able to go from development system to finished product in just two weeks, rather than the 90+ days required for cart, really helps the publisher place an accurate order. If you've got orders for 50,000 pieces, you can press exactly that amount, thus avoiding costly inventory. Since re-orders are swift in coming, if a game sells through, the publisher can act quickly and get more on the shelves before the game dies. I.E. they can run lean and mean.

This explains why so many predominantly console oriented companies have PC CD Rom titles in development. Why start now on a 16-bit product that wouldn't make it out until early '96 and land in a potentially depreciated 16-bit market, when you can develop a PC product, with little to no risk, and then, when the new systems hit, simply port it quickly to either the Saturn or Playstation. Although these PC ports won't tax the new platforms at all, at least there will be some games to play early on.

As soon as the Saturn and Playstation hit, developers will begin to develop true next generation games. Games that only the next generation consoles can handle, like Toh shin den and Clockwork Knight. You will never see games like these on PC, and they are first generation. Which leads me to my next point. Many people have asked me why GameFan has never covered PC games, here's why:

I think that Tom Kalinske summed it up nicely during a recent press conference when he stated that PCs are still too complex for the enthusiast gamer. Until it's as simple as "plug n' play," the PC game market will remain rather small in the scope of things. Tom also stated that Sega's top engineers can still not get Sonic 1 to run on a Pentium... Sonic 1!, look at Clockwork Knight, or Shinobi on the Saturn,

blissful platformers such as these will never see the light of day on PC. And Daytona, or Ridge Racer, forget it.

Also, in order to play the very best games out there, you're looking at a sizable investment (\$3000+). Why would anyone, who wants to play video games, spend six times as much money for a heavy, non-portable, and inferior machine? If you happen to have a beefed up PC in the house, or you purchase one for business reasons, I can see playing games during down time, but the true video game player who demands the best that gaming has to offer, will find his home on one of the big threes' new platforms. That is why I have chosen not to cover this genre. Also, if you are going to cover a genre, I believe you have to cover the whole spectrum, and when it comes to PC that means "interactive multimedia", "edutainment" and other hyper boring types of software... nuff said.

And finally, I would like to address some mail that I have received recently regarding Viewpoint. Many of you are wondering how our system works since the overall scores do not match the cumulative numbers. We use the breakdowns; graphics, control, play mechanics, originality, and sound, so that you can see where a game's strengths and weaknesses lie. The overall score, however, reflects how the reviewer felt personally about the game. For instance, the numbers could add up to 90, but the overall score could be lower. If a game is outstanding in every category, but the reviewer simply did not like the overall feel or character in it, for example, that is reflected in his overall score. That way it's kind of like two reviews in one. Simply adding up the numbers takes the personality out of the review. Since everyone is different, being able to go by either the breakdown or the personal opinion allows you a broader outlook. Also, within the issue you'll find an in depth review, not the back of the box, on every game in Viewpoint. That review is written by someone who likes that category. We take our editorial very seriously here at GF, and as you know, we listen when our readers talk.

And finally, I would like to send my condolences to all of those affected by the recent tragedy in Kobe. I was there a year ago, and I know how shocking a jolt that size can be. I wish you the best of luck in your recovery.



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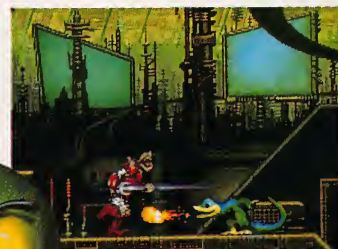


Whether the FDA approves or not, your eating habits are about to change. Meet **GEX™**, your tongue-snapping, smart-ass alter ego. With this **gecko's** gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling **wicked one-liners** and fireballs. It's one brain-frying, TV-land trip, where dining out means **crunchy dragonflies, juicy**

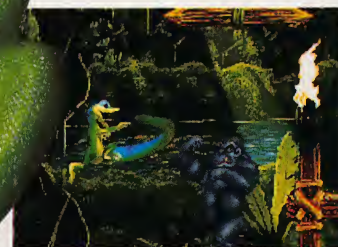


grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug **guts** to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in

this 32-bit battle. But hey, only **wussies** worry about good taste, right?



Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Roger Rabbit. (*Legal weasels require we be vague.*)

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GAME FAN

March 1995

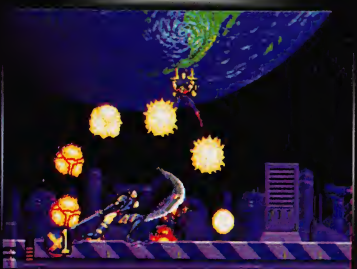
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**All Art By:
Terry
Wolfinger**



TOP
TEN

WANTED
WANTED

WANTED
WANTED

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A FREE year of Game Fan!

First Prize: Wes Keaton of Evanston, IL
Second Prize: Jeff Jensen of Hawarden, IA
Third Prize: Jay Turner of Philadelphia, PA

Congratulations to the following winners of last month's contest!

1. Donkey Kong Country (SNES)
2. Final Fantasy III (SNES)
3. Mortal Combat II (SNES)
4. Doom (Jaguar)
5. Earthworm Jim (Genesis)
6. Super SF 2 Turbo (3DO)
7. Sonic & Knuckles (Genesis)
8. Super SF 2 (SNES)
9. Super Metroid (SNES)
10. Road Rash (3DO)



1. Mega Man X2 (SNES)
2. Killer Instinct (Ultra 64)
3. Virtua Fighter (Saturn)
4. Phantasy Star IV (Genesis)
5. Ultra Vortex (Jaguar)
6. Rayman (Jaguar)
7. Primal Rage (Jaguar)
8. Starfox 2 (SNES)
9. Iron Soldier (Jaguar)
10. Samurai Shodown II (NEO.GEO)

MOST WANTED

TOP TEN

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



MATURE
MILD LANGUAGE
SUGGESTIVE THEMES
For information on this product's rating, please call 1-800-771-3772



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CRYSTAL
DYNAMICS

Nothing's worse than a mean dose of Vertigo
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Off-world Interceptor™,
Crystal Dynamics™ vicious 4x4 off-road
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perk. (Check out the extreme, 32-bit
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terrain!) As a bounty hunter, your job's
to scrape up the scabs that
society's picked off and flicked your way.
Crush 'em beneath ten tons of
screaming steel, cremate 'em with
blazing napalm cannons. Whatever it takes—
cause given half a chance, they'll be
thrilled to deep-fry your customized
Monster Stomper into a crispy mess you wouldn't
serve in Hell's Kitchen. One last thing—
buckle up. Because coming down's a bitch.



On the way up, you gotta whip a couple a tough me to's.
This game's no exception. They're called Bosses. But don't
bother ass-kissing 'cause you'll lose more than your face.



Ditch the KC lights, 'cause this ain't no sausage-on-a-stick
stadium show. Beef up your 4x4 with trick engines, air
grabbing jump jets and carcass-carving pulse lasers.



Exorcise all that repressed juvenile behavior with our
head-to-head, "waste-ye-er-buddy" 2 player mode. Freud'd
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Sick of pointless full-motion video? Well, bite us, we're doin' it anyway.
We've dropped in some smart-assed punks sifin' up front talking smack.

"Any closer Dog Breath, and I can
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man some clippers and a mint."

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your
inner ear
out your
nose?



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NOW ON

32X
GENESIS



MIDWAY

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Game tips and hints: 1-900-73-ATARI, 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type 3D JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Jaguar CD, VLM, Virtual Light Machine, Battlemorph are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. "Dragon's

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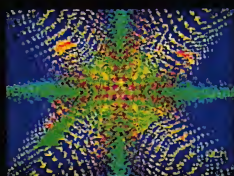
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Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.



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Begin a 2-player game. during the FMV intro before the match, have both players press Right and all Punch buttons. Prepare for some TRUE hyper fighting! Dan Granett, Shin New Ground.



PLAY AS EYEDOL!

Begin a 1-player game as Spinal, and be sure to have two credits in the machine. Get to Eyedol and absorb four of his special moves. Now perform Spinal's Morph move while doing a combo on the computer Eyedol. Spinal will morph into Eyedol for a split second. While Spinal is morphed into Eyedol, press the 2P Start button. (You have to be very fast!) Now you can use Eyedol! Erik Bianchi, Los Angeles, CA.



DEMON'S CREST - SNES ULTIMATE GARGOYLE PASSWORD!

This password allows you to transform into the Ultimate Gargoyle, who has the strengths of all the other gargoyles.

QFFF KNRR
DDLRL XGTQ

J. Bart, Tuscon, AZ, Jason Kopp, Troy, MD & Willie Malibiran, San



WAY OF THE WARRIOR - 3DO MORE SECRET STAGES

Enter the following codes in the Name Entry screen:

A new way to fight - TUGAWAR, APRIL 16, 1964

WOTW' Turbo - SPEED, AUGUST 8 1980

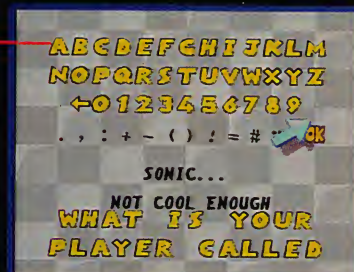
Gulab Jamun's BG - TAJ MAHAL, JANUARY 1, 1901

Mike Brennan, Wilkes-Barre, PA.

UNIRACERS - SNES

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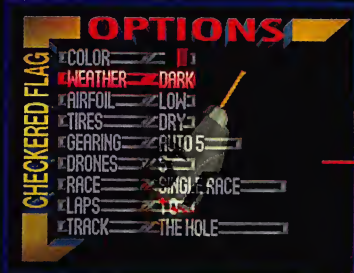
Enter your name as "SEGA" or "SONIC" and you'll get to read some anti-Sega propaganda. Nate Sestrich, Johnstown, PA.



CHECKERED FLAG - JAGUAR NIGHT-TIME DRIVING

Enter the Option Screen and highlight Weather. Press 8, 4, 7, 3 on the keypad.

Christopher G. Morin, Chicopee, MA.



IRON SOLDIER - JAGUAR ULTRA-CHEAT CODE!

At the Option Screen, enter 37668242 on the keypad. The screen will flash if the code was entered correctly. Now you can select your stage and get all the weapons!

James Wright, Memphis, TN.

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Jon Lenaway, New Baltimore, MI.



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At the Setup Screen, press "B, A, C, A, C." You'll hear Madden yell "POW!" The two new teams will appear after the All-Madden Team in Team Select.

James R. Geiger, Shellsburg, IA & Adam Spero, So. Euclid, OH.

The Super Hocus Pocus Giveaway

First Prize!

The winner will receive a free game console of his or her choice. That's ANY game console; 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

Second Prize!

Second prize will win a free GameFan T Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize!

Third prize will win a GameFan T Shirt, and a one year subscription to GameFan.

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First Prize: James R. Geiger, Shellsburg, IA

Second Prize: Nate Sestrich, Johnstown, PA.

Third Prize: James Wright, Memphis, TN.

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VIEWPOINT



Skid Nick Rox Takahara

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.

SKID

Nick Rox

TAKAHARA

SKELETON KREW • GENESIS • CORE DESIGN • 16MEG • ISOMETRIC ACTION • 1-2 PLAYER • AVAILABLE NOW



Finally!, an isometric action game that I can sink my teeth into. Core's Skeleton Krew is obviously the result of many months of intense programming. The art is amazing with hyper detailed characters (Joint is the coolest!) and backgrounds, perfect control, and an excellent surreal soundtrack. The music in this game is much better than Doom (a game with similar overtones) on the 32X! All I can do now is hope for a sequel. Core does it again!

GRAPHICS 9
MUSIC 9
CONTROL 10
PLAY MECH 9
ORIGINALITY 10
97

Now here's an un-explored genre! Core comes through big time with a unique isometric gaming experience. Although I'm not a big fan of the European stuff, I have to make an exception when it comes to Core's Skeleton Krew. This ain't James Pond! Mega detail, interesting characters and a very good soundtrack add joy to this adventure through the realm of the un-dead.

GRAPHICS 9
MUSIC 8
CONTROL 9
PLAY MECH 9
ORIGINALITY 9
95

What can I say? Skeleton Krew is indeed impressive! The music fits the dark theme perfectly, the graphics and characters are totally original, and best of all it's 3/4 view. Games like this when done correctly, are among the most fun to play of any genre. In two player mode with tons of sprites on screen... no flicker! With games like this the Genesis will never die!

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 9
94

BEYOND OASIS • GENESIS • SEGA • 24MEG • ACTION/RPG • 1 PLAYER • AVAILABLE NOW



Beyond Oasis is long overdue on the Genesis. Action and Role Playing fans alike will love this game. It has fully animated, huge characters, a user friendly interface, great control, and music by Yuzo Koshiro. Yuzo actually designed Oasis, and I must say, for the first time out, he has done an amazing job!

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAY MECH 9
ORIGINALITY 9
92

A true adventure game masterpiece in the same vein as Zelda and LandStalker. Everything... well, nearly everything (the music was actually just good... Yuzo must be going deaf) was handled perfectly, from the intricate puzzles to the fantastic artwork and special effects. An absolute must-buy for any RPG or adventure game fan.

GRAPHICS 9
MUSIC 8
CONTROL 10
PLAY MECH 9
ORIGINALITY 10
95

Ancient has gone above and beyond in the Action/RPG category! Beyond Oasis is by far, the most intense Action/RPG that I've ever played! The game excels in almost every category. The music gets a tad repetitious, but it's high quality, as Yuzo redeems himself for Streets 3. Overall, Beyond Oasis is a must-have for starving RPG and action fans alike.

GRAPHICS 9
MUSIC 7
CONTROL 9
PLAY MECH 10
ORIGINALITY 9
97

B.C. RACERS • SEGA CD • CORE DESIGN • CD-ROM • COMBAT/RACING • 1-2 PLAYER • AVAILABLE NOW



Sega CD owners get yet another great Core game. BC Racers main attraction is its great scaling, but that is not where the fun stops. BC has a great cast of characters (including some prehistoric beauties), cool bongo music, and it's just plain fun to play. Hook up a second pad, and one guy can drive while the other does the mashin'. And, three viewpoints are available on the fly! It's VR Chuck!

GRAPHICS 9
MUSIC 8
CONTROL 9
PLAY MECH 8
ORIGINALITY 9
90

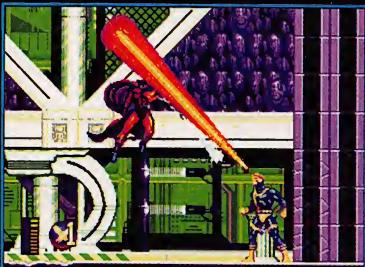
My Sega CD has been a lonely little box lately. I guess that's because I only fire it up when Core stuff comes out! BC was worth the wait. Just like I thought it would BC scales as well as the Sega CD possibly can. On top of that it's just a fun game. Bonus time, when you beat BC, no cheap, cheap, the tracks change with the difficulty levels. You have CD, you buy game, uga, buga.

GRAPHICS 8
MUSIC 7
CONTROL 9
PLAY MECH 8
ORIGINALITY 9
90

At first I thought, Caveman racing? But BC Racers isn't your typical racing game. How about some incredibly smooth scaling, jammin' bongo beats, and stellar Play Mechanics? BC Racers has all of this and more... It's like Virtua racing in the dino age. You can practically go anywhere on the track, and, if you so desire, mow down some spectators. Now, bring me the 32X version.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 8
87

X-MEN 2 THE CLONE WARS • GENESIS • SEGA • 16MEG • ACTION PLATFORM • 1-2 PLAYER • AVAILABLE NOW



Take X-Men 1, intensify it by about 5 times, and you've got sequel power: X-Men-2, The Clone Wars. The game still doesn't have the greatest animation or music (although it is much improved), but it does have more special effects, great artwork, huge levels, and some truly fierce bosses. If you liked the first one, you should be more than happy with this next generation sequel.

GRAPHICS 8
MUSIC 7
CONTROL 9
PLAY MECH 9
ORIGINALITY 8
88

X-Men 2 features some eye-poppin' special effects, big characters, and keen bosses. X-Men fans will jump for joy over this one, but not being a big X-Men fan I can't get that excited. I must admit however that this is an impressively designed and executed game. If you liked the first one, this is your game.

GRAPHICS 8
MUSIC 6
CONTROL 9
PLAY MECH 8
ORIGINALITY 8
85

Of all the X-Men games out there, this is the one! The game features comic book quality art, long challenging levels, and allows you to choose from six of the X-Mens finest. The music and animation could have been better, but hey, for 16-bit, this is an impressive game, especially when you take in to account how long it is, and how many huge bosses there are towards the end of the game. A very worthy sequel.

GRAPHICS 9
MUSIC 7
CONTROL 9
PLAY MECH 9
ORIGINALITY 9
90

DESERT DEMOLITION • GENESIS • SEGA • 8MEG • CARTOON/ACTION • 1 PLAYER • AVAILABLE NOW



Wow!, this is 8-megs? These guys know how to program. Easily the best Warner Bros. cartoon game to date, this game reflects the cartoon perfectly, from the animation, to the sound, to most importantly, the sight gags! It's an Acme fest as Wile E. Coyote, and a cat & mouse caper as the Roadrunner. Two games in one... 8-meg, lots o' fun. It's also very re-playable.

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 9
89

I don't shop at the Warner Bros. store and I don't play Warner Bros. games... but I played this one and hey!, it's alright! I guess it was just a matter of time before some compitent programmers got a hold of this mega license. Now you can wake up on Saturday mornings and play it!

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 9
85

Wile E. Coyote and the Road Runner are at it again! Except this time, you can be either one! Chase, or be chased, to cartoon quality graphics, sound, and... humor. Even though I finished the game rather quickly, I found that playing again, after memorizing some of the terrain, was even more fun the first time around. Blue Sky has done wonders with 8-megs. Finally, a Warner Bros. game worth owning.

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAY MECH 8
ORIGINALITY 9
82

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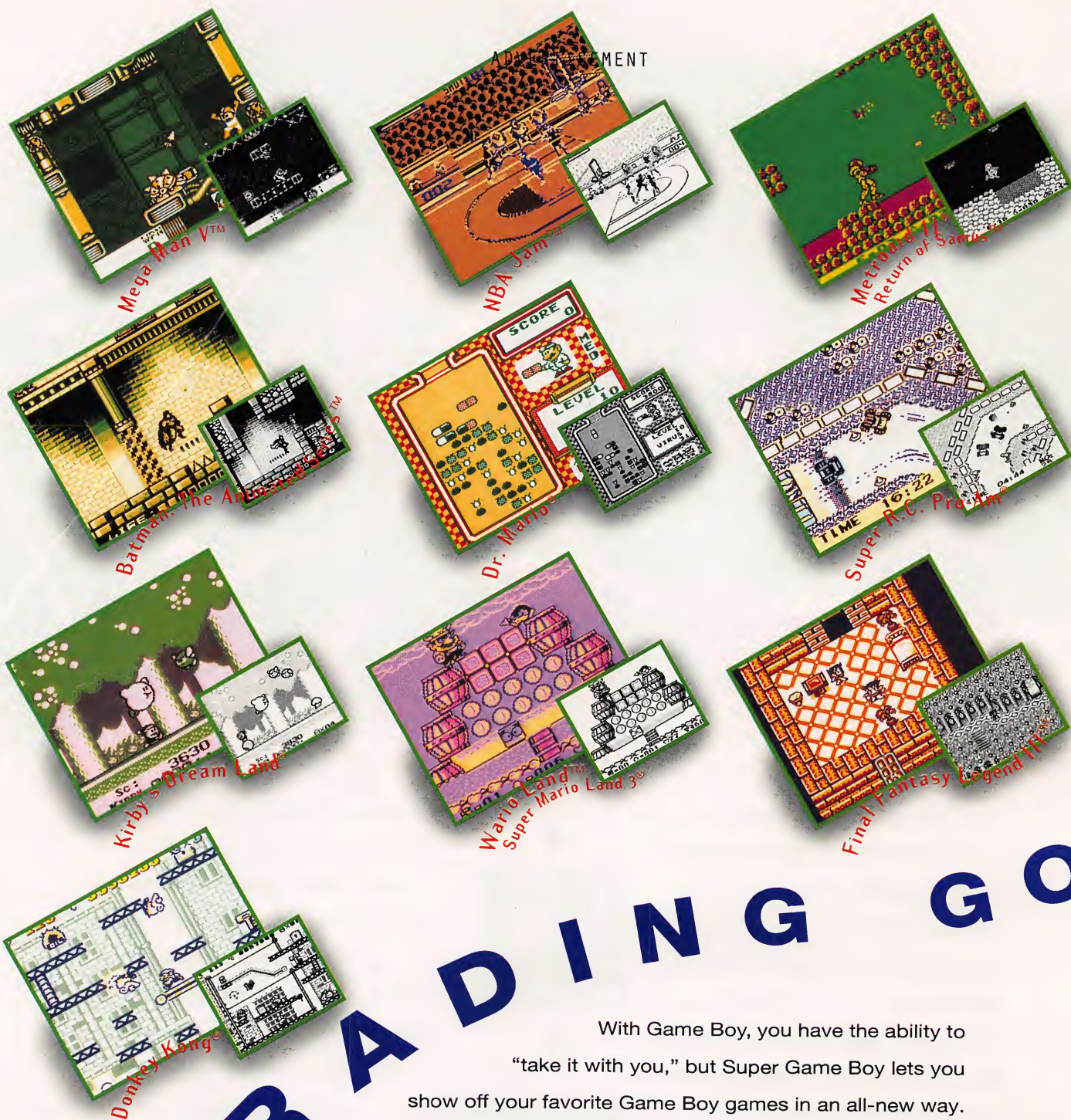
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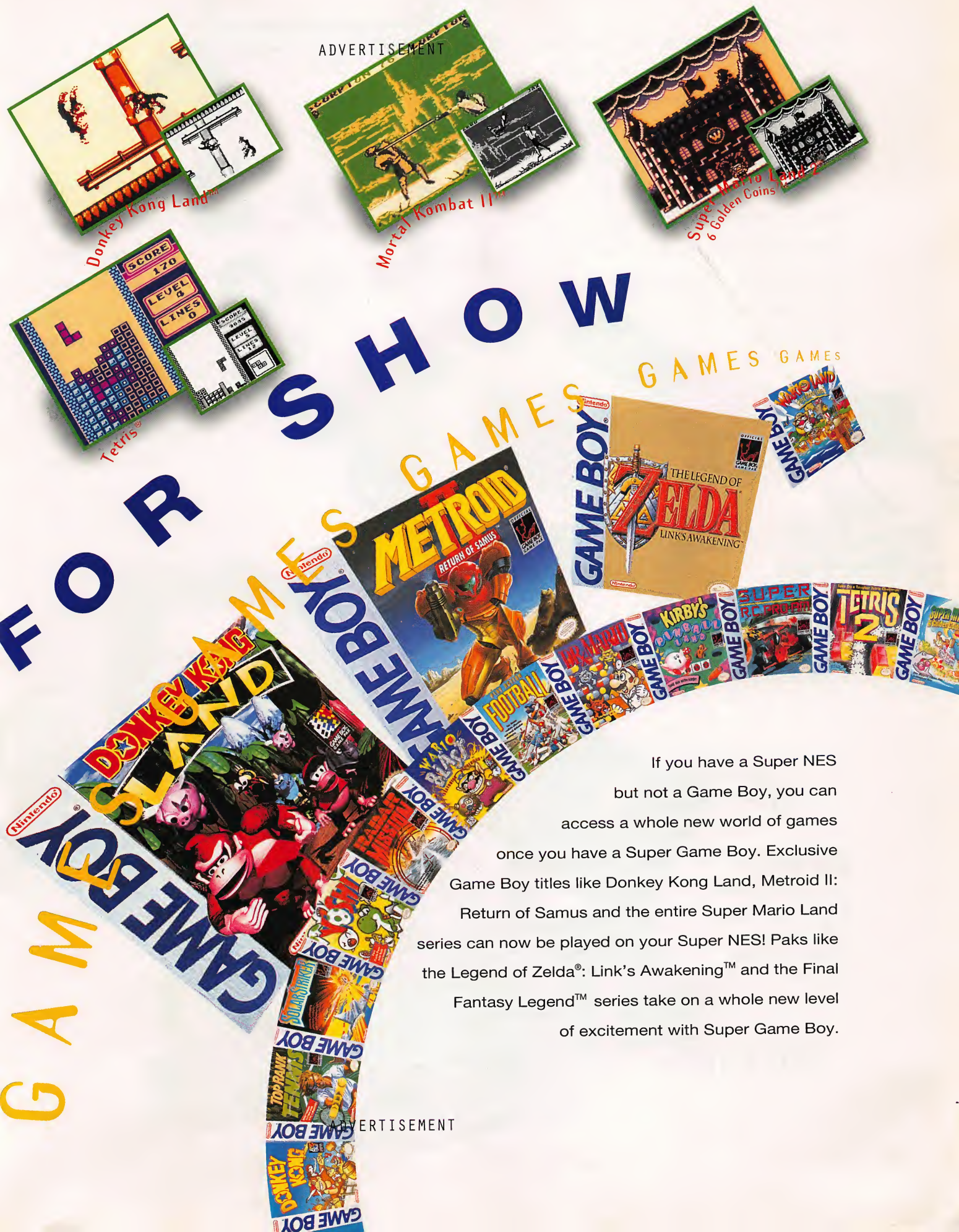


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With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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Fantasy Legend™ series take on a whole new level
of excitement with Super Game Boy.

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When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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Choices

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPTIONS

BORDER OPTIONS

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Make your own ADVERTISEMENT



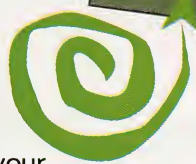
Make your own

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.®

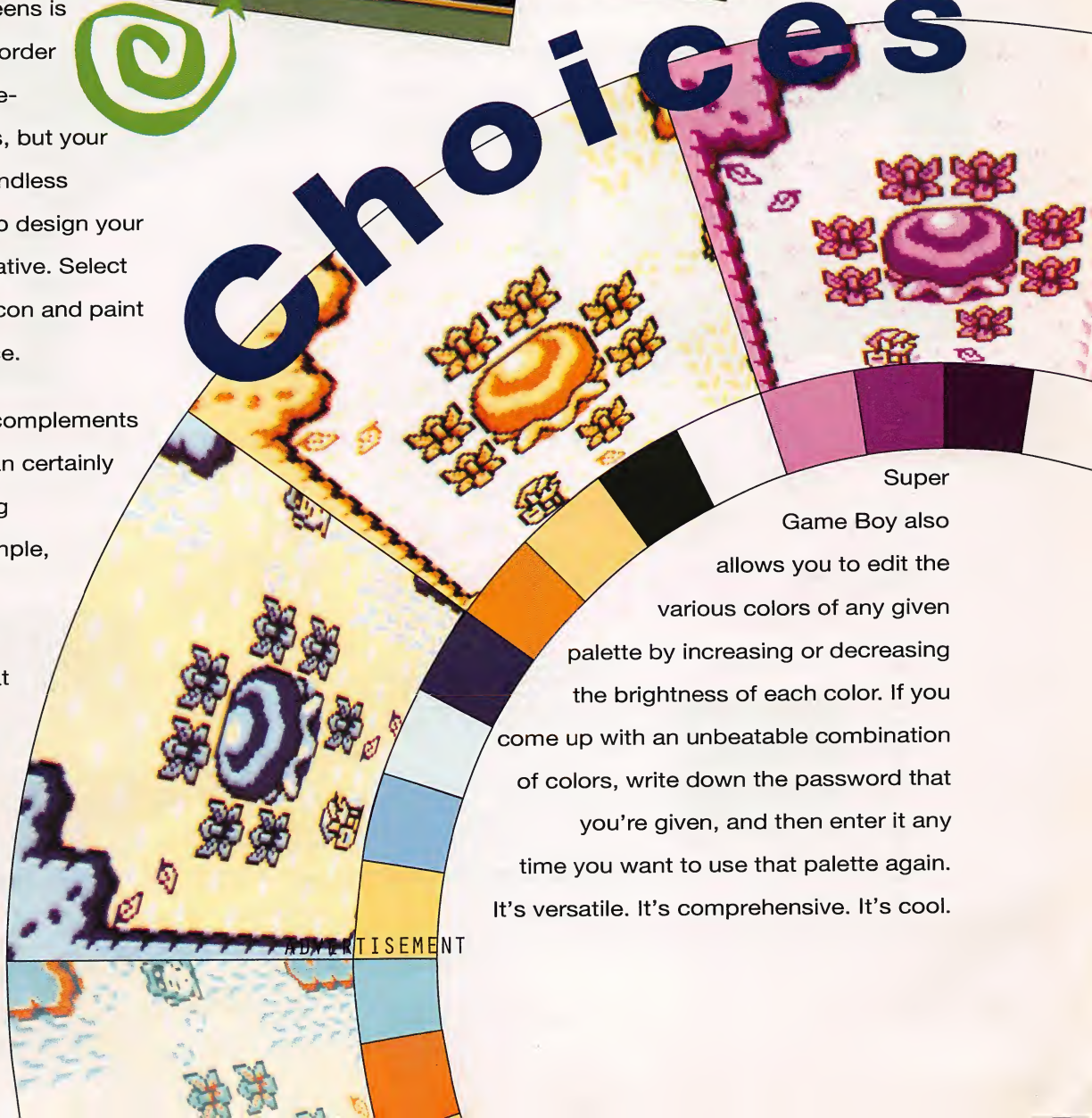
Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.



Choices



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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ENHANCED



MODE

Programmers
can now pre-assign
colors to provide optimal
contrast, vibrancy and
detail with Super Game Boy
Enhanced Mode.

Wild Snake,TM
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Mega Man V, Donkey Kong
Land and more! Keep an eye out for
the happy face icon on the box. It
lets you know that the Super Game

Different levels of a game

Boy Enhanced Mode is
ready to roll!

can access different color palettes,
as well. And customized borders that surround
the playfield can be built-in to create an exciting
frame that complements the game. Check out
games like Donkey Kong, Space Invaders,TM

Mighty Morphin
Power Rangers,TM

Select any
Power Ranger and the
Enhanced Mode outfits
them in the right color.



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SUPER TURRICAN 2 • SNES • OCEAN • 16MEG • ACTION PLATFORM • 1 PLAYER • AVAILABLE NOW

Super Turrican 2 reminds me of the Super Famicom games of old. The SNES hardware is brought to its knees in this game, with special effects around every corner. The adventure is loaded with great play mechanics, flawless control, and incredible music. First Mega Turrican, and now this! I'm really starting to like this guy!

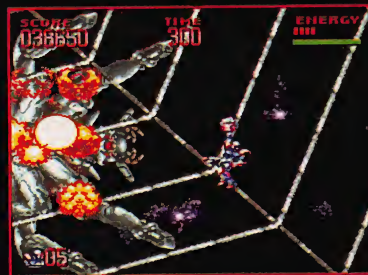
GRAPHICS 9
MUSIC 9
CONTROL 9
PLAY MECH 10
ORIGINALITY 9
92

Euro madness is invading my SNES... and I like it! This sequel to the sleeper hit Super Turrican packs about as much in to 16-megs as humanly possible. These guys must have really studied the SNES handbook. Great tunes and mucho mode-7, along with some very solid platforming action (complete with the ever popular grappling arm) make this one SNES game you need!

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAY MECH 10
ORIGINALITY 9
90

ST2 is an explosive cart that shows the SNES's true colors, if you know what I mean. From start to finish this is non-stop blistering action with special effects that truly impress. A vast amount of Mode-7 is used throughout, the music is the best I've heard in a SNES action game in some time, and the control is right there. If you're starving for a quality action game on the SNES like I was, ST should fill you up.

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAY MECH 8
ORIGINALITY 8
90



MR. TUFT • SNES • OCEAN • 12MEG • ACTION PLATFORM • 1 PLAYER • AVAILABLE NOW

Little Mr. Tuft is a pretty cool new character, but besides the ingenious weapons he uses and sporadic use of vehicles, this is a very basic platformer. The levels are many, but they are short, and towards the end, the difficulty is ??set on, yah... right. It's good that the game is programmed very well, but it screams Euro. I have mixed feelings on this one. It is

GRAPHICS 8
MUSIC 6
CONTROL 7
PLAY MECH 8
ORIGINALITY 8
79

Hyper cute, James Pondish robo-platforming can be yours! Mr. Tuft (or Oceans answer to Megaman) is headed your way. This is a pretty quality little platformer. It didn't knock my socks off but I found it very playable. It's better than most but with the happy, happy soundtrack I don't know if it's for me.

GRAPHICS 8
MUSIC 6
CONTROL 7
PLAY MECH 8
ORIGINALITY 8
79

Ocean should have brought out this cart a long time ago! Much like Mega Man, Mr. Tuft uses a vast array of power-ups and bops around in a predominately robotic world. Actually, this game is much longer, and much harder than MM was. I'm not saying it's a better game, (although it is close) but if you like MM this is the next best thing. Detailed graphics and awesome gameplay make this a "Tuft" game to beat in the SNES platform arena.

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAY MECH 9
ORIGINALITY 9
87



MOTOCROSS CHAMPIONSHIP • 32X • SEGA • 16MEG • RACING • 1-2 PLAYER • AVAILABLE NOW

Super Motocross, OK here goes. I raced Motocross for seven years, and I ride a Ninja to GF every day, I'm takin' two spots. Here's the prob's. You soar off the double jumps... no body English! Pitch that bad boy, c'mon! Also, you hit people?...NO! That ain't right. And what is with the piles of goo in the middle of the turns (which have no berms)... on a hot day? They groom MX tracks. Also, what is with the massive collisions at the start? This NEVER happens. OK, now the good stuff. This is an excellent two player game, it has impressive texture mapping, and it controls extremely well. Even with all the inaccuracies, it's still really fun to play. So turn off the music, grab a friend, and you will have fun. But Stadium Cross (where is it!), it ain't.

GRAPHICS 8
MUSIC 4
CONTROL 10
PLAY MECH 6
ORIGINALITY 8
79

Remember how exciting Excitebike was? Well The 32X is here and now you can do it all over again, except with hyper speed, monster ahrs and great texture mapping! The control is very smooth, and the game is very addicting, especially in two player mode. I know Skid is hyper anal about this one, but I love it. I just wanna haul ass!

GRAPHICS 8
MUSIC 7
CONTROL 9
PLAY MECH 8
ORIGINALITY 8
88



MORTAL KOMBAT II • 32X • ACCLAIM • 32MEG • FIGHTING • 1-2 PLAYER • AVAILABLE NOW

Finally, a worthy version of MKII that can hold its own vs. the coin-op. Many thousands of anxious MK fans will no doubt revel in this near perfect port which contains never before seen static screens, and all the gushing goo you've come to know and like. You'll also be glad to know that it SOUNDS as good as it looks!

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAY MECH 9
ORIGINALITY 9
90

Unlike the whole of America, I am not an MK fan. I will however admit that this is as close to the coin-op as you can get at this time. I'm sure that all of you MK fans (who probably think I'm just a swell guy) will jump for joy when you see this version. Maybe MKIII will be my game.

GRAPHICS 8
MUSIC 9
CONTROL 9
PLAY MECH 9
ORIGINALITY 8
89

IT'S HARD TO BELIEVE THAT THIS VERSION OF MKII IS COMING OUT OF YOUR GENESIS (WELL, SORT OF). THE DEEP FORBODING VOICE AND SPURTING GOO, THAT I HAVE COME TO KNOW AND LOVE IS NOW IN THOUSANDS OF COLORS ON MY TV!, FOR LIKE SIXTY BUCKS! COIN-OP CONTROL, AWESOME SOUND, AND KITANA IN HIGH RES! WHO COULD ASK FOR ANYTHING MORE?

GRAPHICS 9
MUSIC 9
CONTROL 9
PLAY MECH 8
ORIGINALITY 8
95



METAL HEAD • 32X • SEGA • 24MEG • ACTION ADVENTURE • 1 PLAYER • AVAILABLE NOW

Metal Head is an excellent first generation 32x game. It has multiple viewpoints, texture mapping, good music, and extremely addicting gameplay. The frame rate is surprisingly fast, and your enemies get right in your face with minimal pixelization. The missions never get boring, and the game is long and challenging enough for the seasoned pro. Nice!

GRAPHICS 9
MUSIC 8
CONTROL 10
PLAY MECH 9
ORIGINALITY 9
90

Wow, the 32X can do some nifty 3D! Like the Genesis, I think that as time goes on this little system that can, will intensify steadily. MH is twice as good as anything I've played so far. I still crave that CD quality sound but never the-less this is an adventure well worth taking. Easily the best game of its kind!

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAY MECH 9
ORIGINALITY 9
89

If you're a fan of "Battletech" type simulation games, MH is the game for you! The missions are diverse and never boring, and you can "beef-up" your mech with powerful weapons for speedy demolition. If you do a good job and earn enough cash. There are a ton of voice samples that take you in to every battle, along with some pretty OK music. Oh, did I mention that everything is texture mapped, very smooth and you have four viewpoints right at your finger tips? Oh yes, it's in there.

GRAPHICS 8
MUSIC 6
CONTROL 8
PLAY MECH 8
ORIGINALITY 8
94



RETURN FIRE • 3DO • SILENT SOFTWARE • ACTION/STRATEGY • 1-2 PLAYER • AVAILABLE NOW

At first I found Return Fire extremely fun as I zipped around blowing up everything in sight to perfectly matched classical tunes. However, after doing this for an extended amount of time, against the same background, I became weary and wanted more! Thankfully, the 2-player game is funner than that hot place. After annihilating Kid Fan, I found RF a worthy investment.

GRAPHICS 9
MUSIC/FX 9
CONTROL 8
PLAY MECH 7
ORIGINALITY 9
85

Drive (or fly) around and blast the crud out of anything that moves, while blaring classical music whales in the background. What a great release Return Fire is. Strategy... minimal, carnage... abundant, and against a friend it's the Street Fighter Two of war games! Pretty darn cool!

GRAPHICS 9
MUSIC/FX 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 8
82

RF is a very original concept in the wake of an over strategized genre. Sometimes, don't you just wanna' blow the crud out of everything in sight?! RF is detailed, right down to the smallest piece of shrapnel and the arsenal at your disposal is enough to obliterate an entire city, in the air and or the ground! I just love the smell of my 3DO in the morning! Two player mode, forget it, I always win... any takers?

GRAPHICS 9
MUSIC/FX 9
CONTROL 8
PLAY MECH 8
ORIGINALITY 10
92

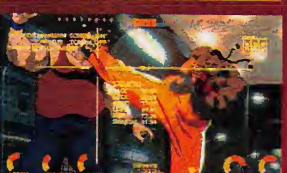
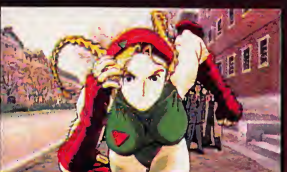




STREET FIGHTER II

Street Fighter II... a modern legend. With billions of dollars in profit and thousands of teenage fans, it was only a matter of time before Hollywood stepped in and destroyed it for us. Have you seen the Van Damme flick-o'-pain? Don't. For any Street Fighter fan, it's pure torture... Dhalsim's a scientist with hair, Chun-Li's a reporter, Cammy is hyper-thighs Locomotion chick and Blanka is a 12-year-old boy.

The film you see here, Street Fighter II: The Animated Movie, however, is every SFII fan's dream: True Japanese hyperkinetic joy action scenes, characters that actually look like their game counterparts, 30-frame-per-second animation and even a Chun-Li shower scene! The only problem: It's available exclusively in





Japan. Luckily, you can easily buy an imported laserdisc or video version, but the video is 16,000 Yen (\$160) and the LD is 7800 Yen (\$80.) The video is double the price of the disc because it's priced for rental, so unless you have an LD player you may be out of luck! Even if you wind up paying \$160 for it it'll be worth every cent: Nothing beats watching your favorite world warriors pounding each other in beautiful Japanese animation bliss.

The story's relatively simple: Vega (M.Bison in the US) is a big bad guy and Chun-Li, Guile, Ken and Ryu must stop him. There are various plot-twists along the way, but for the most part it's all action. Unfortunately, most characters screen-time was cut extremely short: T.Hawk, Zangief, Blanka, Cammy, Dee Jay, M.Bison, (Balrog in the US) Dhalsim, and E.Honda's screen time were around five minutes each! My only other complaint is the fact that none of the actual game's music was used in the film.

If you can find this amazing movie, by all means buy it. If you're a Street Fighter fan, it's worth whatever price you pay for it. Sadly, no US release is planned, although I have heard that an American film and TV company has bought its rights... - Nick Rox



THE ADVENTURES OF MONITAUR

AS YOU KNOW,
LAST EPISODE HAS
LED MONITAUR,
POSTMEISTER, AND
KID FANTASTIC
UNDERGROUND TO
AN ENDLESS MAZE
OF CAVERNOUS
CHAMBERS. THEIR
QUEST FOR AN
EXIT MOMENTARILY
DELAYED...



WHAT
DO WE
DO?!



KILL
IT
KILL
IT
KILL
IT
KILL
IT!

YEAHR!



RAAUUAAO!



SPLUT
SPLUT
SPLUT
SPLUT



BLAZE!

GOOD THING I FOUND THIS GUN.

THING PACKS A WALLOP!

HEY, WHAT DID YOU FIND?!

I DON'T KNOW. SOME KINDA WEIRD ICON.

C'MON. WE'D BETTER KEEP MOVING.

HM..? LOOKS LIKE A HUBCAP OFF A LEXUS.

THAT'S REALLY TERRIFIC, BUT CAN WE JUST GET OUT OF HERE! I DIDN'T GET TO DRY MY HAIR AFTER YOU GUYS PULLED ME OUT OF THE SHOWER.

I MEAN I GOT WET HAIR, IT'S ALL BREEZY DOWN HERE, AND I DON'T WANT TO GET A CHILL!

A BREEZE?! THAT'S GREAT! THAT MEANS THERE'S A WAY OUT. LET'S FIND OUT WHERE IT'S COMING FROM.

SO THEY FOLLOW KID FAN'S LEAD UNTIL...

WHOA! CHECK OUT THE RIG!

O K. THINK WE SHOULD GO THIS WAY AND WHAT TH..?

FIRST LET'S FIND A WAY OUT OF HERE

NOW HOW DID THAT TRUCK GET INTO THE SUB-LEVEL?

THE THREE CONTINUE ONWARD, BUT ONLY GROW MORE CONFUSED AS THEY DO...

HUH, ANOTHER ONE. SOME ONE'S GOT TASTE

WHAT'S WITH ALL THESE CARS ALL OF A SUDDEN?

LET'S WORRY ABOUT THAT LATER AND JUST KEEP FOLLOWING THIS "BREEZE".

MAN, THIS IS JUST TOO WEIRD! WHERE THE @*£! ARE WE?! I GIVE UP!

COME ON NOW, WE'LL SOLVE THIS MYSTERY.

WAIT! THE DRAFT IS VERY STRONG NOW!

LOOK! THERE'S AN OPENING!

THINGS SEEMED GREAT WHEN SUDDENLY...

HOLEE! WHAT IS THAT?!

CAN'T SEE! IT'S TOO BRIGHT!

AW JEEZ! WHAT NOW?!

SKID?!

HEY GUYS, WHAT'S UP?

ROARRRRURR

SKREEEEEE

MAN, WE'VE BEEN WANDERING AROUND THIS CATACOMB FOR HOURS! HOW'D YOU GET HERE?!

CATACOMB?! THIS IS THE PARKING GARAGE.

PARKING GARAGE?! WHEN DID WE GET THAT PUT IN?!

WE'VE ALWAYS HAD IT. IT'S WHERE ALL US MAGAZINE PEOPLE PARK.

C'MON. I'LL SHOW YOU GUYS THE WAY UP.

THANKS SKID.

BY THE WAY, DID YOU GUYS MEET BOB, THE PARKING ATTENDANT?

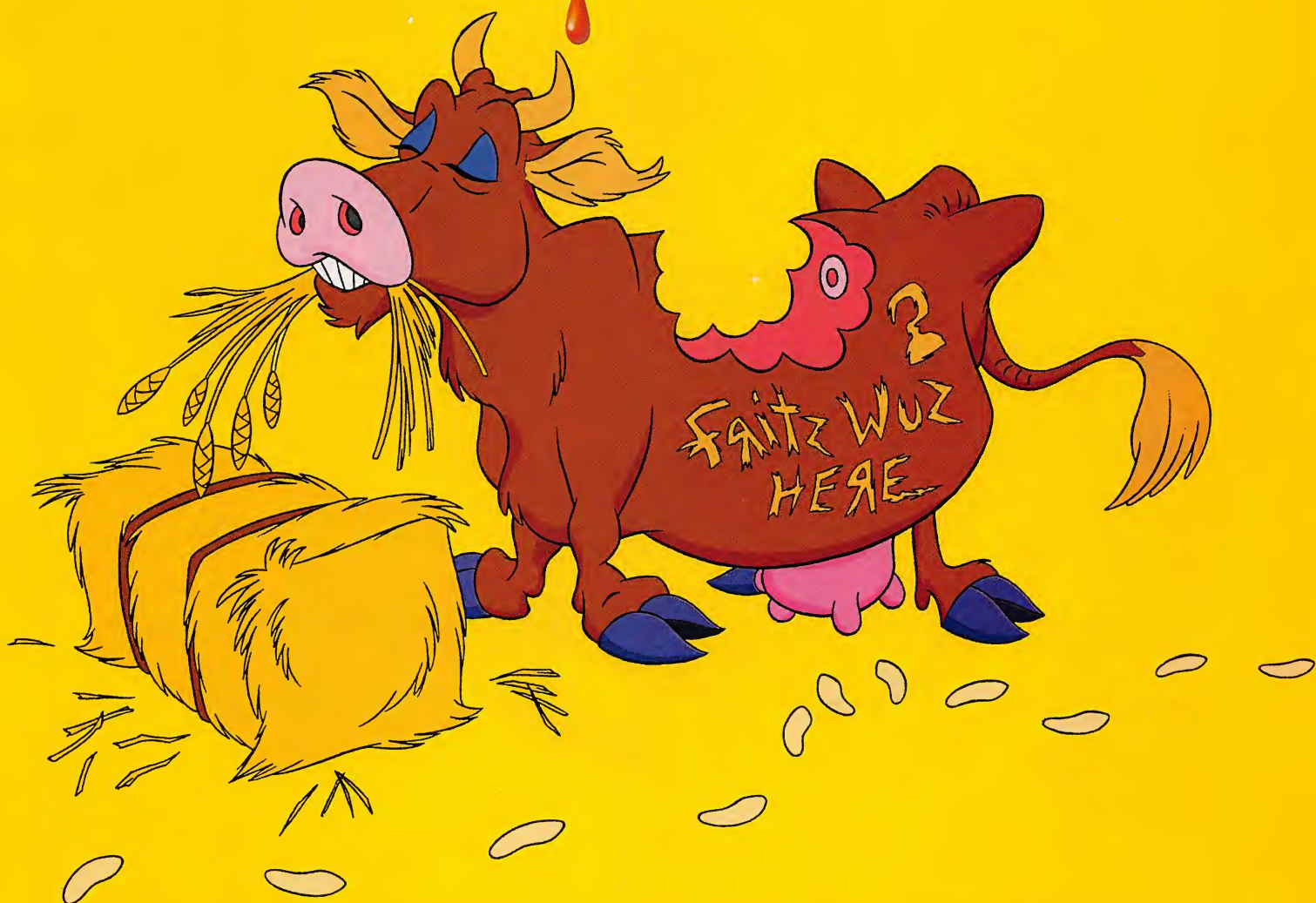
GULP!

UHHHH... OOP!

HMM...

Wolfinger

BRAIN DEAD 13



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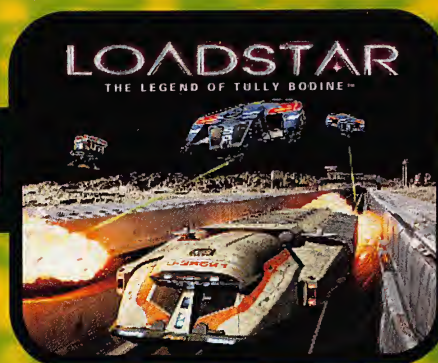
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>>C-OME(IN(XX D-OOYOUOREA-D...TULLY!...IS THAT YOUX?))DO YOU R.EAD-ME...TU-LLY?...I'M(GONNA)))FRY
YOUR AS*SI...)) THIS IZ X. ROCKET.))SCI-ENCE...GAME.1...LOAD-STAR. DO(())U READ.)E. . THIS I() ROCK

345 | 54 | 2 | 34 | 9 | 240052478 | 1 | 23 | 0 | 88724 | 4 |

GAME 1. ■■■LOAD/STAR■■■. <<THE LE-GEND. OF TULLY (I! BODINE™. AN(*INST.. AN■>CULT.. CLASSIC■■ STARRI■■NG NED BEATTY)WRITEX XBY--RON COBB.))



THESE ■IR((NOT MOVIES)))...■■THESE< ARE>>>ANEW BREAKK./THRU, IN**VIDEOG. AMESS.■■■. .MOVIE-LIKE XXPER-ENCES ■■■WITHMORE(REALIZM, MORE EFX, MORE ■■. THRILLS



GAME 2>>CADI. LLACK<<AND ± DINOSAURS™. YOU'RE ■IAD TH. COMIC BOOK, ■I NOW.))U, CAN(GET))INSIDE<< COMIC...BOOKREA-LITY BASEDD ON ■IITHA GRA/PHIC.. NOVELZ■■OF(((MARK SCHULTZ)))



HOLLY, WO-O>>■■ MEETZ<<SIL. ICON*VAL--LEY. .■■■■)...)THE CREA>>>TORS R. ■I SOME± OF ■I TH. PEOP-PLE ■BEE-HIN. ■I ■D ■I ■ALI ENS.))-)THE ABYSS... A-ND >>TER ■I ■I ■MI. NATOR-II



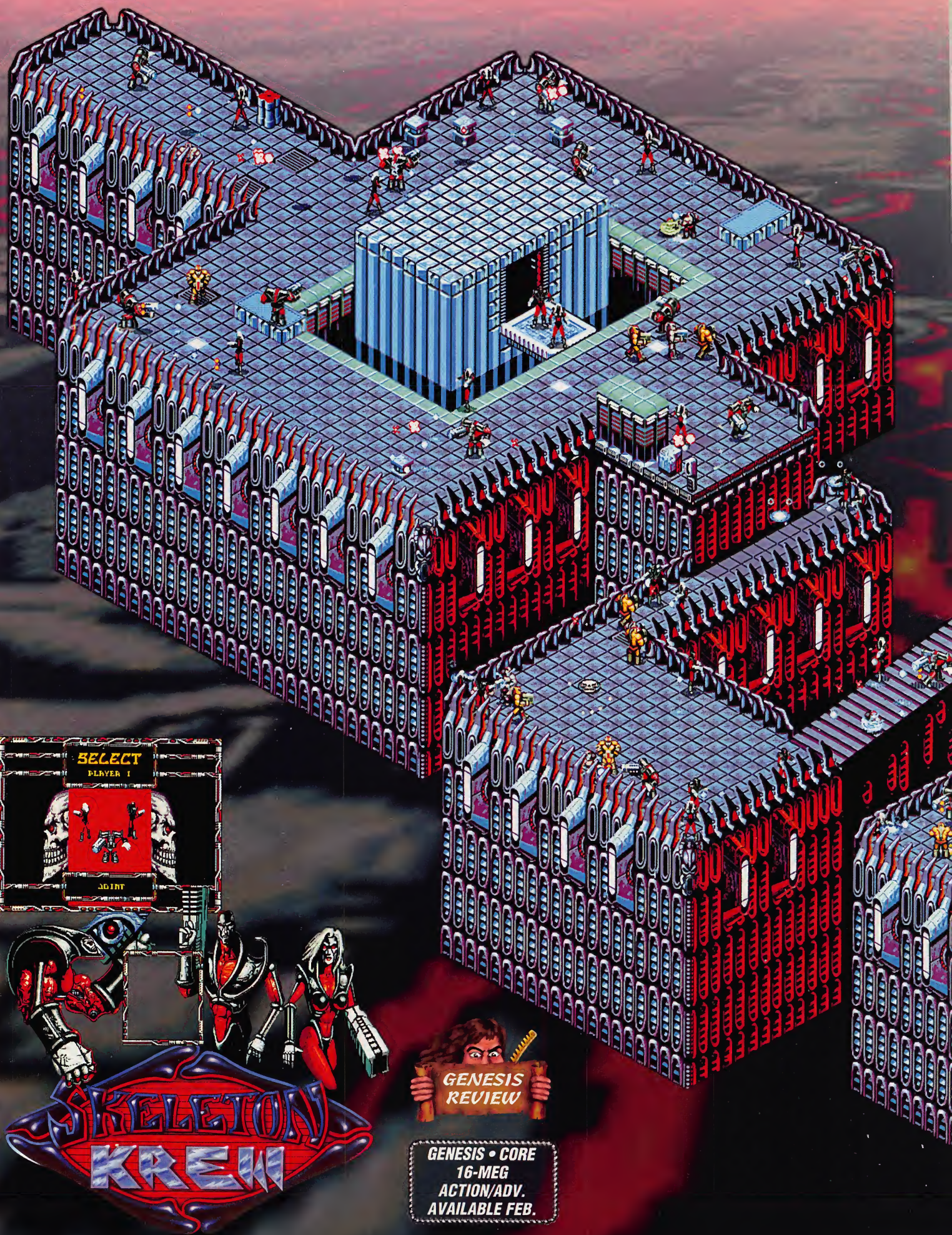
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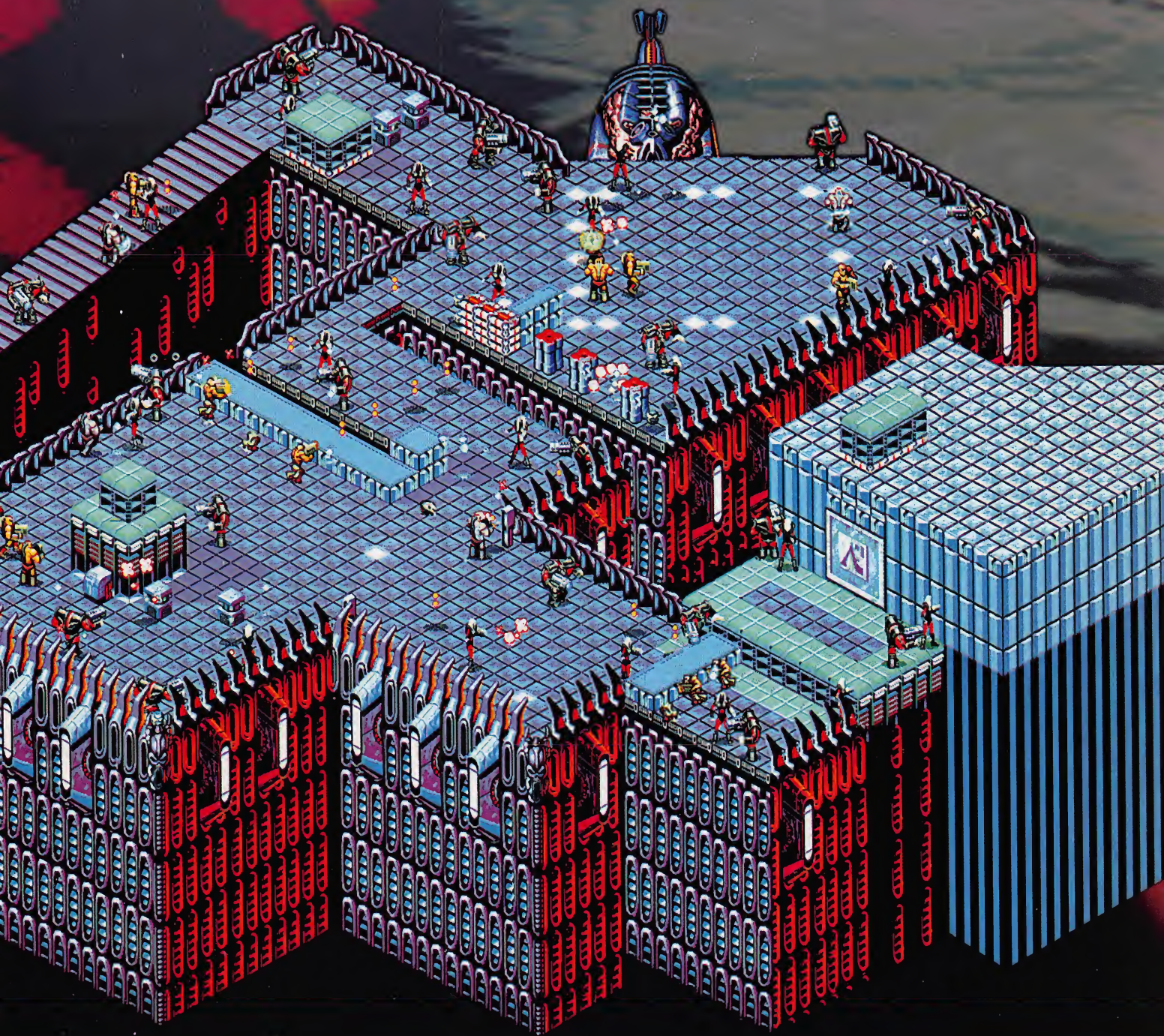
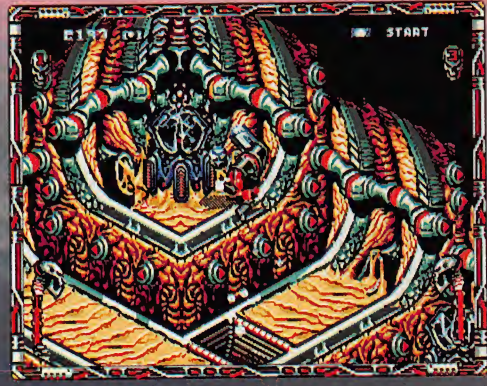
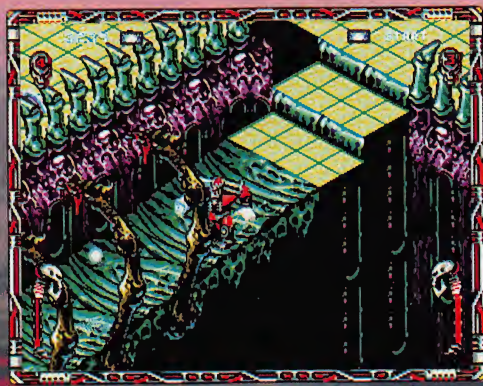
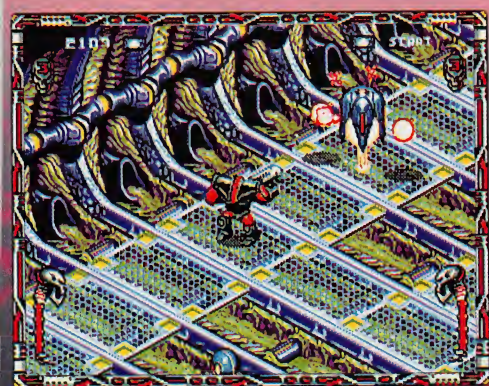
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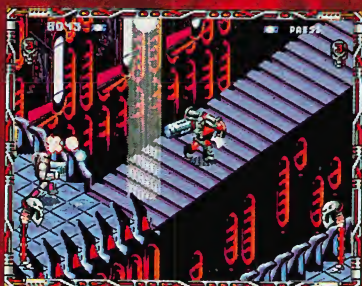
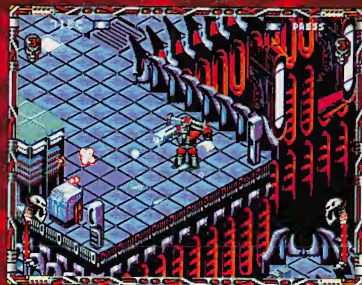
GENESIS • CORE
16-MEG
ACTION/ADV.
AVAILABLE FEB.





I already know what you're thinking... "this is Core, makers of such happy fun as Chuck Rock and Son of Chuck?" Like any good developer, Core Design is not satisfied standing still. They constantly break new ground in new genres, the best part being that every time they do... we win!

Core's first isometric action game for the Genesis (first ever for period actually) is nothing short of brilliant! The



WELCOME TO THE SHAFT, WHERE FLYING CORPSES TRY TO BLOW OFF YOUR HEAD, WHILE NASTY BEASTS SNAP UNDER THE GOO. HAVE A NICE RIDE... SEE YOU AT THE BOTTOM.

game is programmed and drawn so well that it is hard to describe, and the gameplay is perfect. I've never played an ISO game with such superb collision detection. SK really gives you the feeling that your looking into their world.

Who are 'they' you ask? They are Joint, Rib, and Spine... the Skeleton Krew. Mission; kill Kadaver (a wickedly evil foe) dead, so he don't come back no mo'. Along the bubbling, slime laden way, you'll blow apart countless creatures, take out chunks of the background, battle huge bosses, traverse slime filled elevators, and even get in some jumping. The adventure is totally non-linear and the action never stops! This is the stuff! Play on the more difficult set-



NOTHING LIKE A STROLL THROUGH A SEWER EH? IF THE TERRAIN DOESN'T KILL YOU, YOU MIGHT JUST MAKE IT TO THE PLATFORMS WHERE SLIMY GOONS AWAIT THE VERY SIGHT OF YOUR FLESHLESS HEAD.

tings and witness hordes of enemies on screen with no flick! SK is 16-bit at its very best. The control over the characters is perfect. You can hold and rotate your upper body, lock in place, or just go free and get in the enemy's face. Each Krew member has a pounding





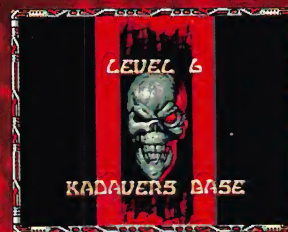
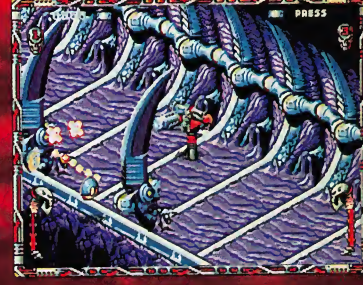
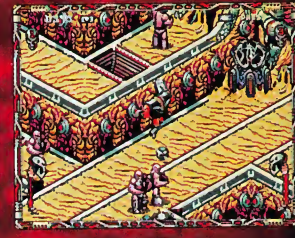
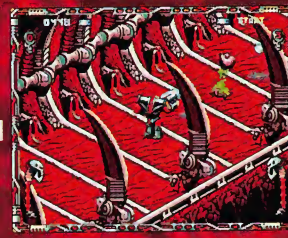
WELCOME TO MARS. A HELLISH PLANET ALIVE WITH BURNING RIVERS AND FIRE SPITTING FROGS. WATCH OUT FOR SCORCHING HOT STEAM. EVEN BONES BURN!

pulse gun and can hurl forth powerful little bombs to take out crustys on the ground. Oh, by the way, the music and sound effects... quality. Eerie, moody tunes set the tone on gruesome. I'd really like to see these characters catch on and eventually

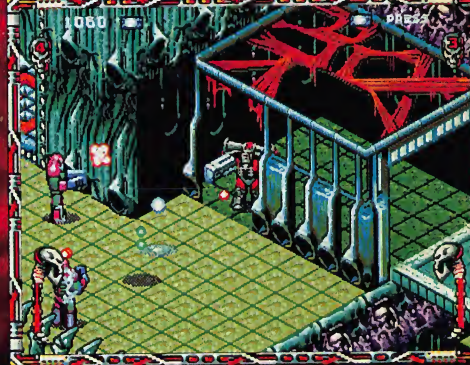
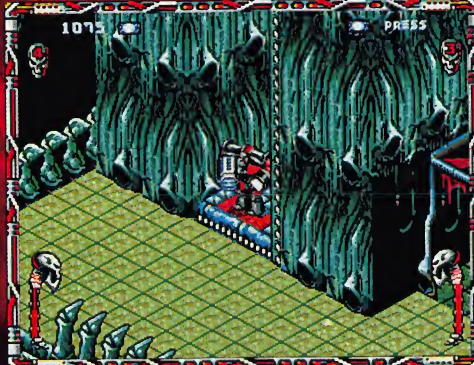
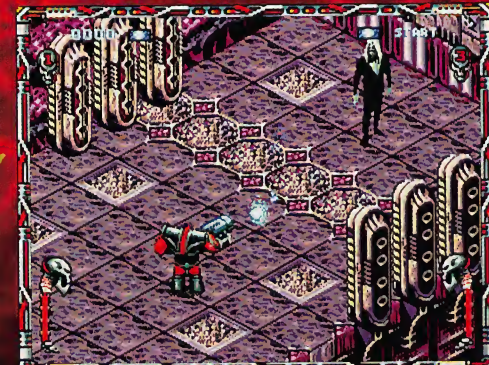
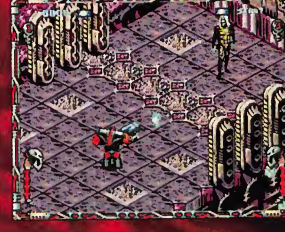
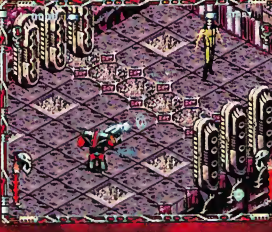
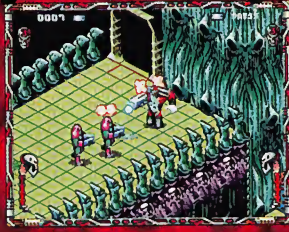
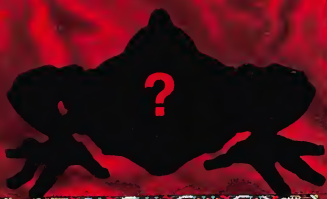


CONGRATULATIONS, YOU'VE MADE IT TO VENUS. UNFORTUNATELY, TWICE AS MANY CREATURES WANT YOU TWICE AS DEAD. BLOW UP THE FESTERING PODS AND PRAY FOR THE EXIT.

make their way to 32-bit. This will surely be a hit on Genesis. Personally, I've grown quite attached to Joint. He may be an ugly sucker, but he can dish out major carnage and take tons of punishment. I wonder if he even cares? After all, he's already dead. Buy this game. -E. Storm

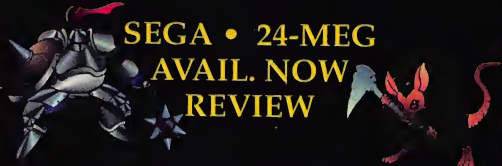


FINALLY, KADAVER'S LAIR. IF YOU CAN GET TO HIM, LET ALONE KILL HIM, THE FUN IS JUST BEGINNING...



BEYOND OASIS

SEGA • 24-MEG
AVAIL. NOW
REVIEW



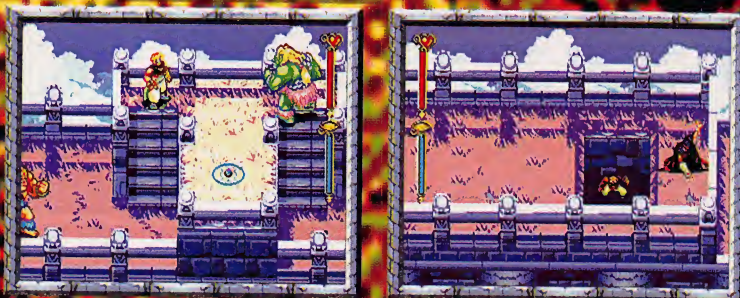
Can you believe it?! Sega of America is releasing an adventure/RPG! This is a pretty startling decision from a company that had zero RPGs (besides this, of course) in the works or set for release, as witnessed at the recent WCES. And, according to a "friend" at SOA back at the SCES, "It was either Ragnacenty or Story of Thor - we think we're going to go with Thor." Ragnacenty became Crusader of Centy from Atlus, while Story of Thor became this 24-Meg SOA wonder, Beyond Oasis!

And a wise decision it was on Sega's part to release this game instead - while Centy was a rather short, cartoony romp through a less-than-challenging world, Oasis is a true gem!

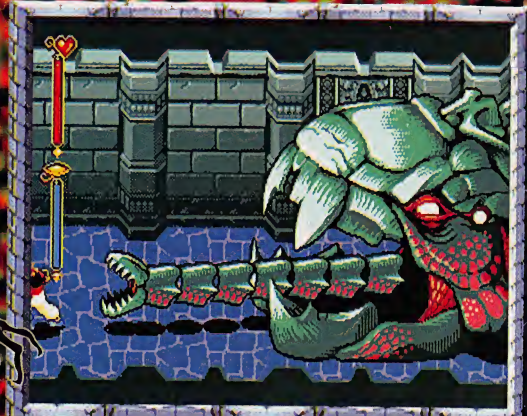
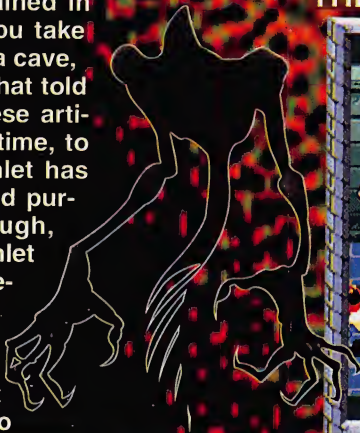
Since the story was pretty much thoroughly explained in last month's preview, I'll just briefly summarize it: You take the role of Ali, a prince who, one day while searching a cave, stumbles across a chest which contained an artifact that told him the story of the Golden and Silver Armlets. These artifacts possess great power, having belonged, at one time, to two omnipotent magicians. However, the Silver Armlet has recently been unearthed and is being used for wicked purposes by a villain with the monicker of, aptly enough, "Silver Armlet." Obviously, Ali's got to stop Silver Armlet at all costs and, with the power of several magical, elemental helpers that Ali finds throughout his travels in the Kingdom of Oasis, recover the golden armlet's sister artifact!

However, the task of finding this "Silver Armlet" isn't easy. Ali has to travel from one end of the kingdom to

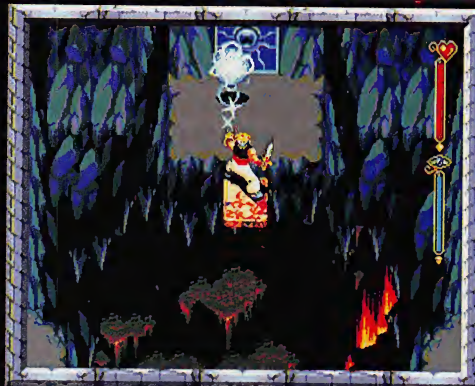
LAST ISSUE . . .



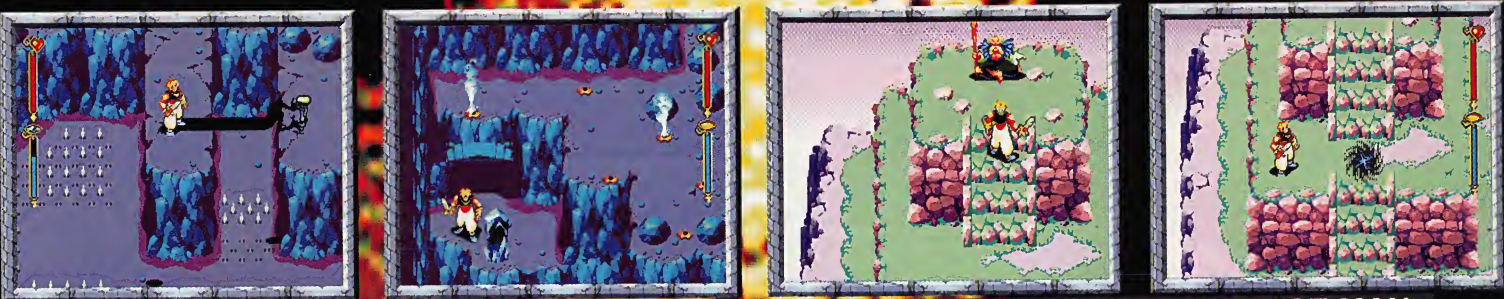
THE SILVER ARMLET?



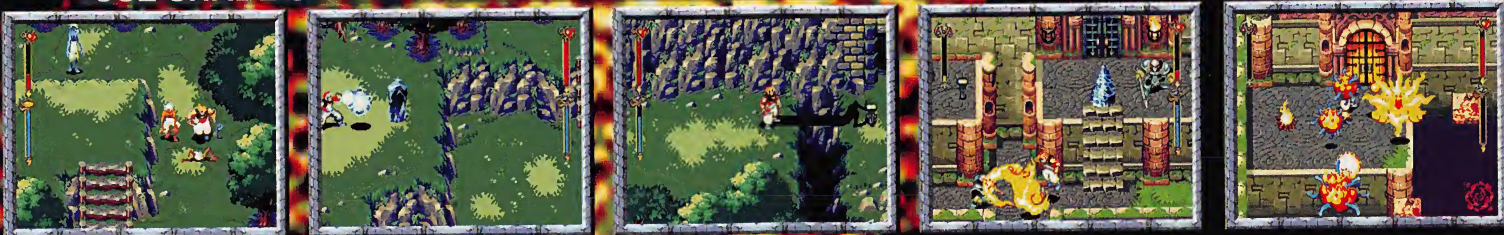
PROCEED NORTHEAST UNTIL YOU REACH THE CAVE ENTRANCE . . .



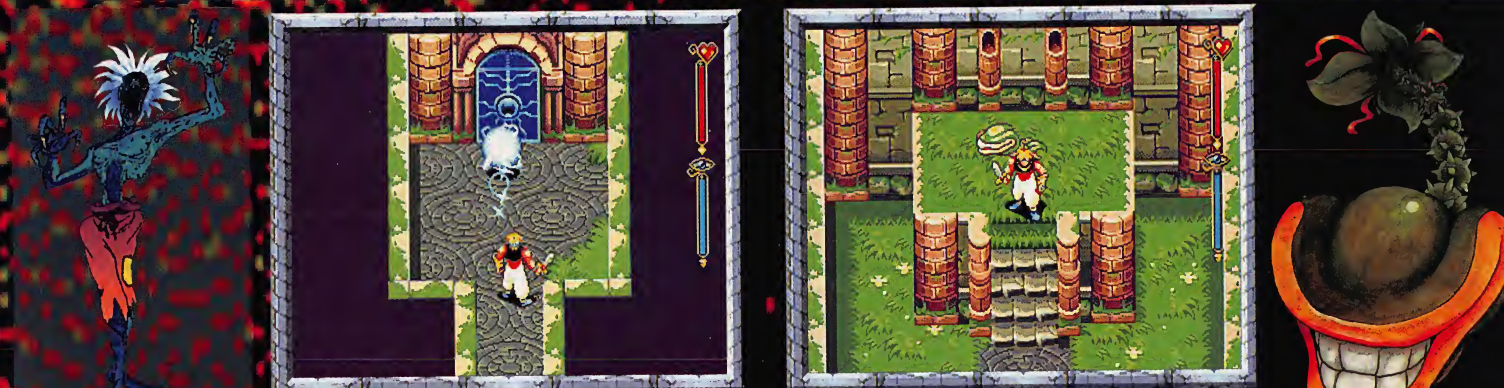
DEFEAT THE FIRE DRAKE AND ACQUIRE SHADE!



USE SHADE'S ABILITY TO ESCAPE AND HEAD WEST UNTIL YOU SEE THE WISE MAN.



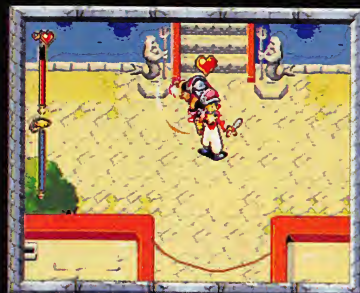
IF YOU HAVE AN ATOM BOW, STAND DIRECTLY UNDERNEATH THE MAGE AND SHOOT!



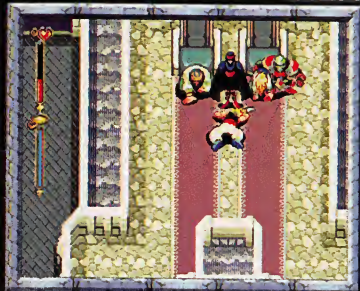
DEFEAT HIM AND ACQUIRE BAU!

another, visiting dank temples and fighting off hordes of monsters. Along the way, you'll be witness to an incredible country-side where you can walk under bridges to discover hidden secrets, visit a beautiful and ornate castle, and traipse through the windy reaches of a continent high in the clouds. But Ali's wandering needn't be clueless, as with the touch of a button a map of Oasis can be brought up on-screen, displaying a marker on the location that Ali is to go next. The Kingdom can seem quite daunting in its size; however, the bulk of the quest lies not in wandering through towns (There are less towns in the game than there are toes on my left foot: Which is to say, less than six.), but in fighting through the subterranean passageways of temples and the heights of castles.

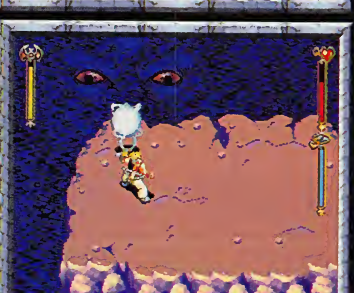
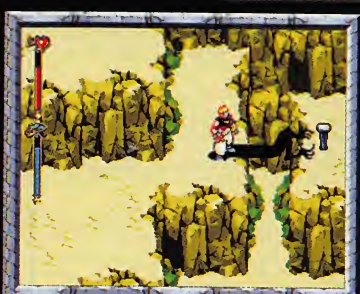




HEAD BACK TO THE CASTLE, AND GO SOUTH TO THE PIER.



USE THE UNDERGROUND ENTRANCE TO SNEAK INTO THE CASTLE.



HEAD EAST FROM THE CASTLE.



IS THIS THE END?!

And it's in these parts that the game truly shines through: Whereas *Crusader of Centy* contained some puzzles that in fact did stump my dog for a few minutes, *Beyond Oasis* rocks by providing extremely well thought-out dungeon design, an aspect of adventure games that requires a certain finesse that, previously, only *Zelda III* and *LandStalker* have truly possessed. Switches, buttons and locked doors constitute the obstacles you'll encounter in the dungeons, but waterfalls, bottomless pits, giant boulders, jabbing spikes and firetraps are also worked throughout. This may seem like the normal "good" adventure game fare until you see how effectively meshed-in with the dungeons' environments they are.

And of course, there are plenty of monsters to fight. And I don't mean the basic rabid elves or growth-stunted orcs - the enemies in *BO* are truly bad-ass! You'll face menacing, Climax-style armored guards equipped to the teeth with weapons. Zombies whose torsos continue to attack even after they've been cut in half, and ogres that seem to spaz out in a





horrendous 'roid rage; not to mention the bosses - Oh the bosses! What Thrill! (The Fire Drake, one of the early bosses in the game totally outclasses the final dragon in LandStalker!) All of these creatures have been given truly challenging AI; you'll be grabbed, combed, slashed - and if you're not careful, you'll be given a little of the ogre love that no one wants to face! So, in order to prevent this wicked predicament, you'd best make use of the plethora of attack moves that Ali can use! Besides the typical slash, dash, and jump, you've got the ability to do a 360-slash with a twirl of the control pad, a rapid kick by going all-out on the attack button, and a super-cool flip-slash by pressing forward, back, forward, attack, all of which are animated in an incredibly smooth fashion, especially with a 6-button pad. But when super moves just can't finish the job, Ali can use, in place of his standard "ALT KNIFE" one of several fab weapons that can be picked up along the way, like "ATM BOW" and the nasty bomb "HYPER"; the only problem is that each special weapon has a limited number of uses before it's kaput.

But don't think the gameplay technique ends with simply pushing buttons in a cave or kicking around some undead carcases. Those magical helpers I talked about sure come in handy; alot more than POCHI did, that's for sure! By blasting a specific surface or magical obelisk with power from the Golden Armlet, Ali can summon up one of four spirits that, besides basic attack abilities, have unique powers: Dytto, the water sprite, can extinguish fires; Efrete, the fire djinni, will destroy blocks of ice and light campfires and torches; Shade, the shadow ghost, can reach out and grab items that seemed unobtainable, and let Ali enter transcendental meditation; Bow, (rhymes with 'Wao!') the Audrey II lookalike, can crash through barred doors and burrow under the earth!

Of course, the graphics are outstanding (even though the colors can sometimes be a little washed out), as you can tell from these pictures. And as for the sound, well... 'tis the flaw of this dusky jewel: What I've feared is true - Yuzo Koshiro has attained the rank of "nothing special..." The Revenge of Shinobi and ActRaiser days are but a memory. Although the sound quality is good for the Genesis, the composition is schrecklich; except for one song that's reminiscent of the Taxi Driver theme, it seems like the notes are scattered about at random: No arranged CD soundtrack will help this score.

But, where Mr.Koshiro is beginning to lack in composition, he makes up for tenfold in game design! Yep, game design: This first-time effort at design by Yuzo is, as this review plainly shows, awesome! Perhaps a new horizon beckons? I hope so - Beyond Oasis is definitely one of the best adventure games ever!

-EvilLights



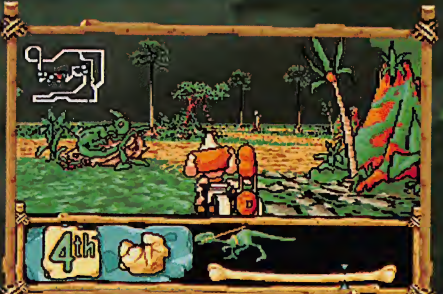
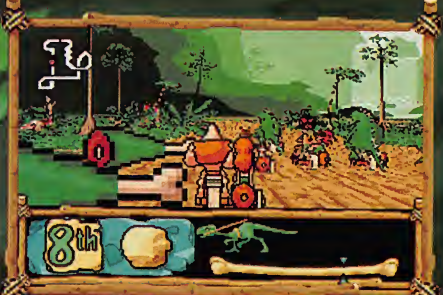
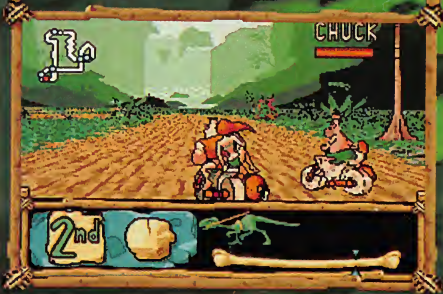


BC RACERS

SEGA CD
REVIEW
AVAILABLE NOW
1-2 PLAYER

ANOTHER FINE
GAME FROM:

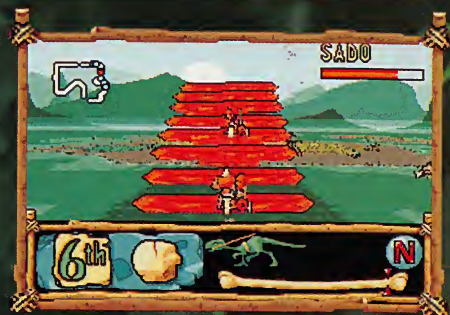
CORE
DESIGN



Can this be? Can we finally go out and purchase this prehistoric game of joy, complete with BC brawlers and hooters a plenty? Why yes, we can. Core's BC Racers is available now, and it's the pinnacle of racing games for the Sega CD. The game starts out with a great Core-toon, as the participants head for the race. From there it's on to the character select screen where you'll rotate the players in search of the perfect racing/brawling team (I found Cliff and Roxy the most balanced).

Now it's time to hit the dirt, and snow, and swamps and so on... BC Racers takes place on six times three (the tracks change as the difficulty level increases) of the coolest tracks this side of Jurassic Park. From start to finish they're loaded with gobs of track side fun, from gas stations and used car dealers, to animated fire pits and raging tornadoes. There's even crowds of scantily clothed cave babes waiting for a glimpse of your shining machine. I know this sounds mean but... hit them at least once! In the midst of all this fun is smooth scaling and ultra fun gameplay. You can even switch views on the fly! Don't fart around too much though... you've got to keep an eye on the competition... if they get near ya', they're almost certainly gonna' crack a knot on yer melon.

In the event that this happens frequently (i.e. you suck) make sure to pass through the giant sized chicken legs located at the left of each starting line. You'll also collect one turbo blast each time you pass here. If you feel the need, you can even play BC Racers with a friend, one drives, and one fights off the competition. I wouldn't know how fun this is because I hogged this game the whole issue.





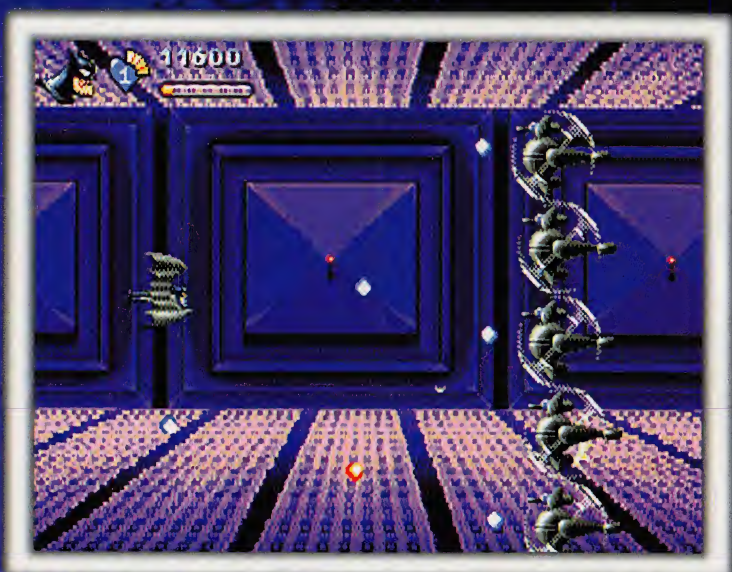
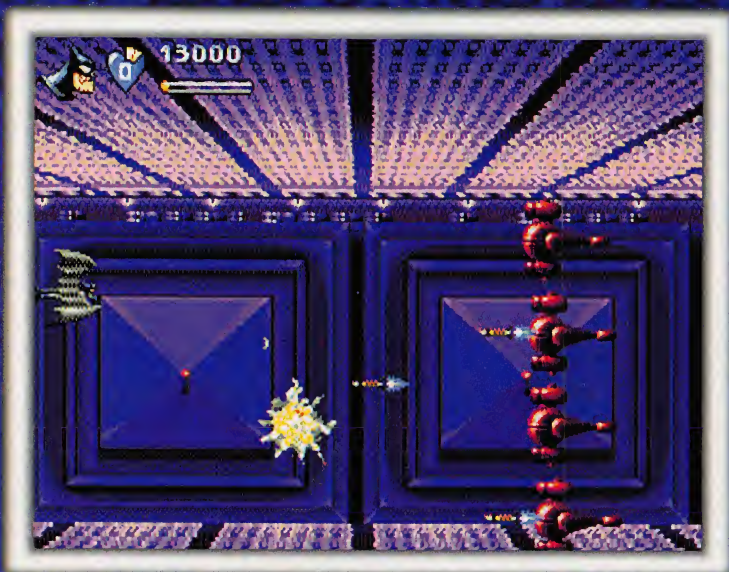
TRACKSIDE TROUBLE

In the music dept. BC is heavy on those ooga-booga bongo tunes found in Core's other BC adventures. Needless to say, they fit the game well and may cause those around you to do a little jig. So there you have it. Once again Core has maxed out the Sega CD's potential and come up with a first class game. But if you think this is good stuff, wait until you see the 32X version! It is completely off-the-scales amazing! So we'll have more BC Racers (32X) in the months to come. -E. Storm





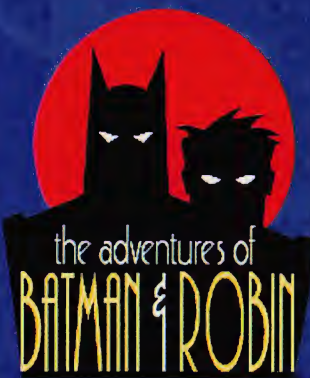
Prepare for battle against Gotham City's most ruthless criminals!

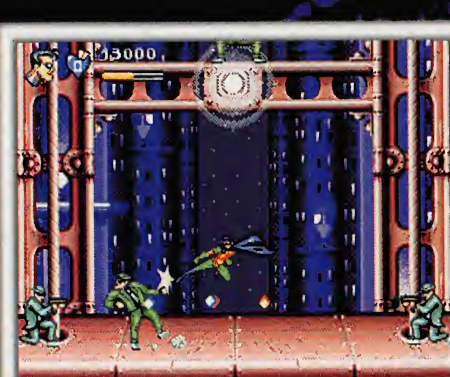
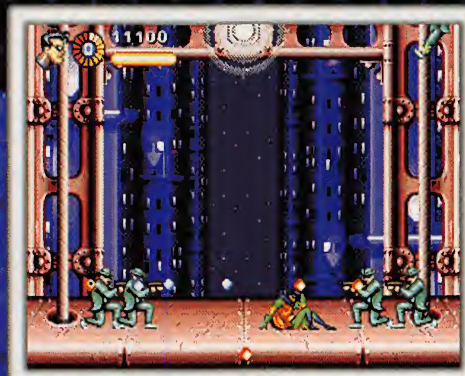


Every so often, a Genesis game pops out that makes us stand back and ask ourselves- Is there an end to what this six year old hardware can do? Batman and Robin is one of those games!

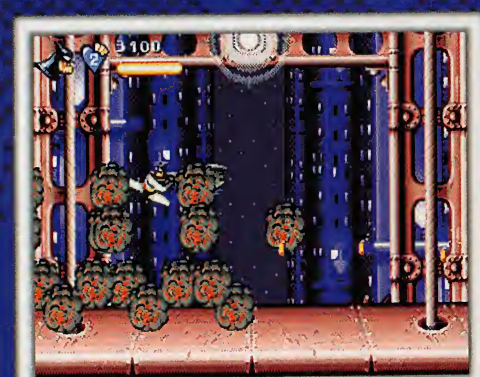
Our latest milestone features the amazing vertical sequence shown here, which includes incredible warping graphics and huge explosions, along with a more completed shooting sequence. The shooting portions of this game are unbelievable with line scrolling buildings all the way to street level, where cars are actually moving! Jet packs have also been added to the shooting sequences. The Mad Hatter stage is

GENESIS • SEGA
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AVAILABLE MAY



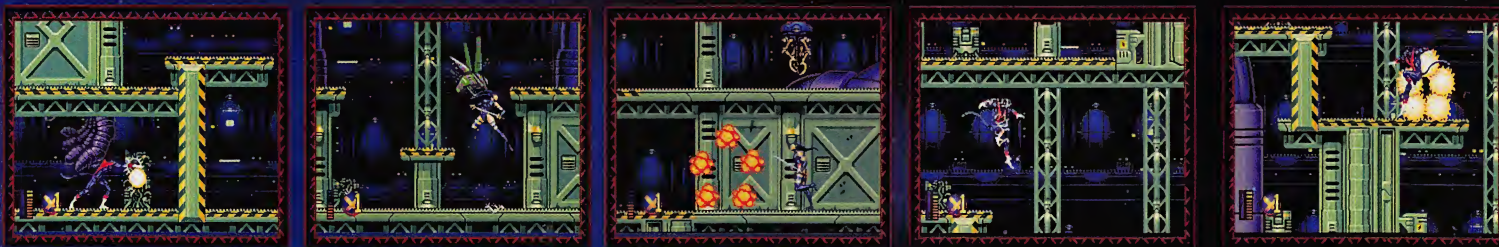


also starting to come together, with rotating tea cups, and a mind blowing warping table top. Literally every level of this game has some type of killer effect in it. What's even more amazing is that Batman and Robin is a two player simultaneous game! In the one player mode you can play as either Batman or Robin.

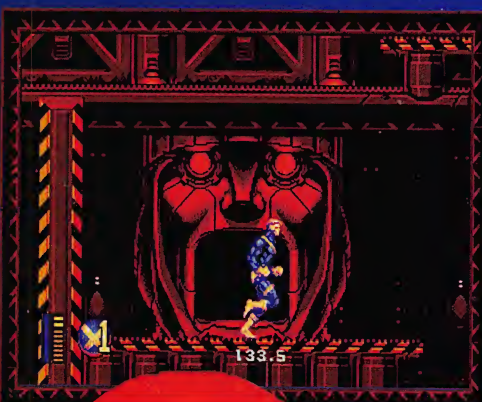
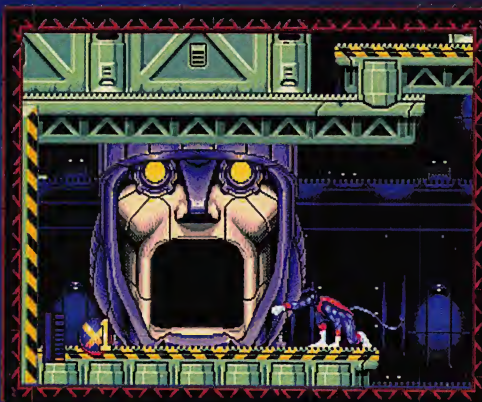


The release date for Batman and Robin has been pushed to May (games like this take many painstaking hours to complete), so we thought we'd give you one more look until we review the game. I'll tell you one thing, if you think 16-bit is fading fast... think again! This is just one of many incredible Genesis games slated for '95.
-E. STORM



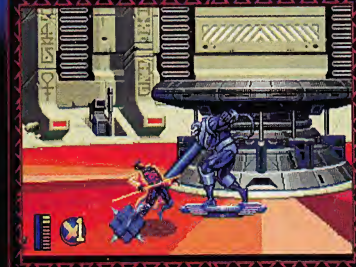
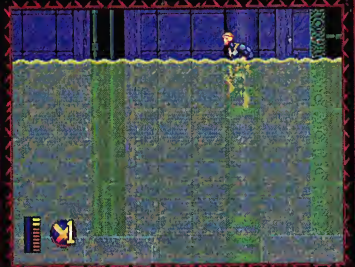
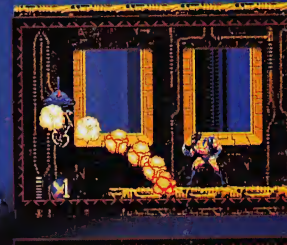
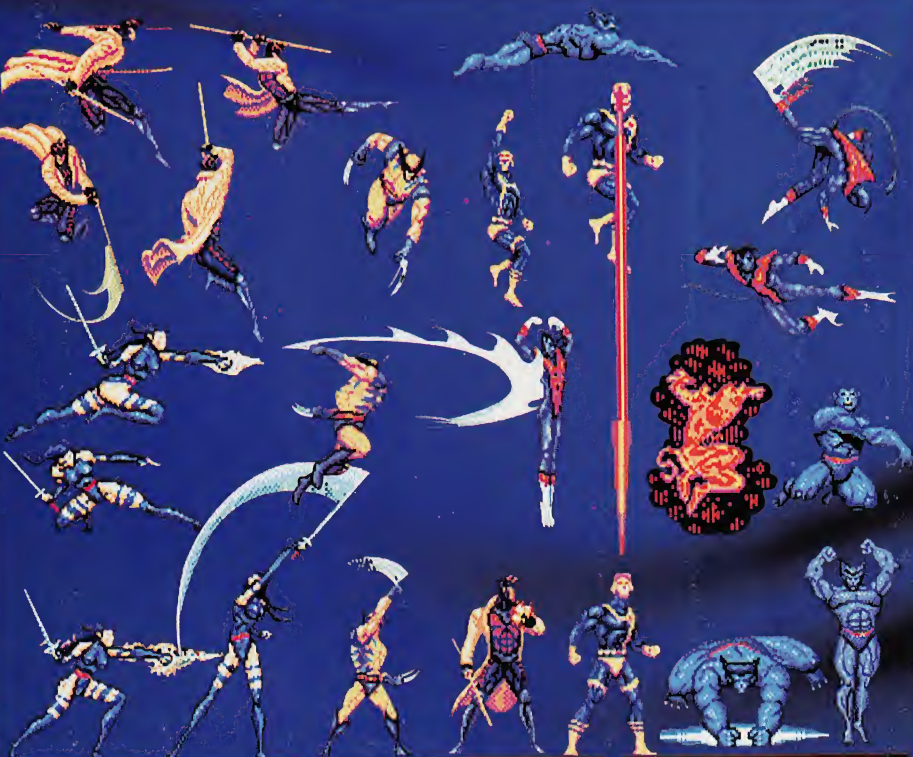
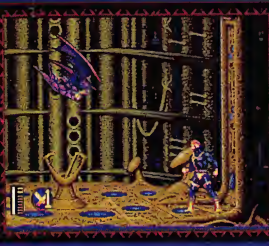
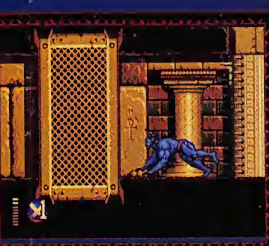
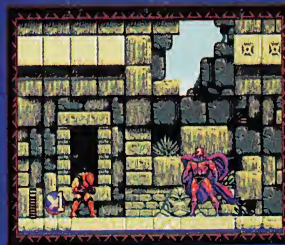
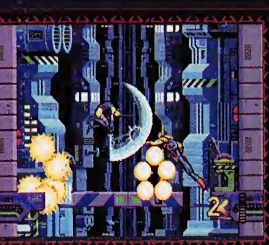
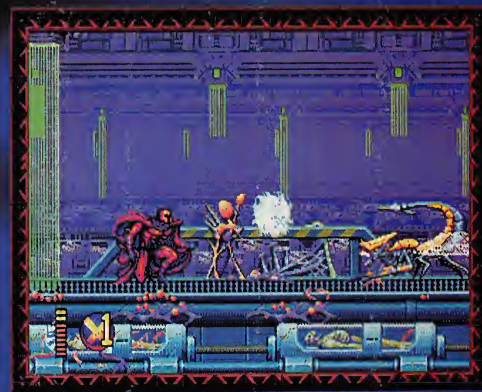
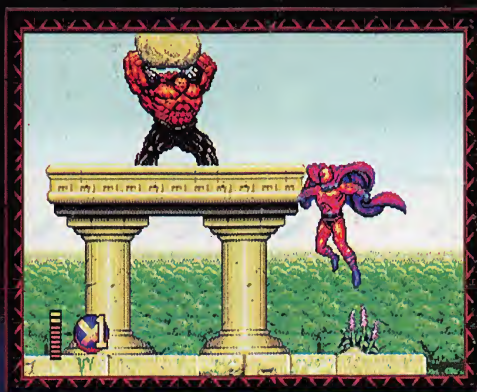
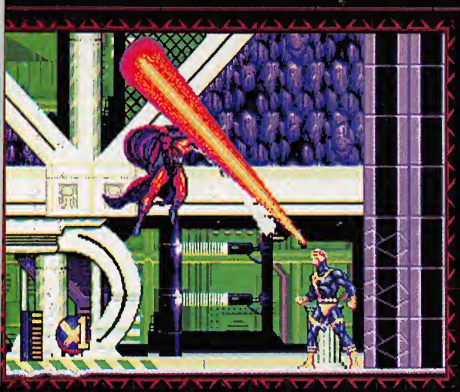


I really didn't find the first X-Men game that exciting. The detail was there, but the gameplay seemed a tad, well, stiff. Nevertheless, the thing was a blockbuster. Many thousands of people really like the X-Men. I am slowly becoming one of those people. Not only is there a phenomenal new coin-op out there, but now there is a truly 'next generation' Genesis game as well. This sequel goes where a surprising amount of Genesis games have recently visited, a realm where the Genesis hardware is once again taxed with brilliant results. The 68000 has certainly provided many years of joy.



The game starts out movie style, dropping you right in to the action, similar to a Bond film. That's right, no messy title screen to block your joy, not at first. X-Men 2-The Clone Wars, puts you in control of either The Beast, Psylocke, Cyclops, Wolverine, Night Crawler, or Gambit. Die, and you can retry with any one. Of course, each character has his or her own unique abilities, which you will have to match to the ever changing field of play. That is the essence of the game, finding the character that best suits your style of play, in the level that you are playing. To say the least, the game is overflowing with diversity and play mechanics. Fortunately, it is also loaded with hyper detailed scrolling backgrounds, flawless art, and eye popping effects, guests that didn't show up for the first party. Even after dialing in your cast of mutants, get ready for a monumental challenge. If there is one thing this game is not, it's easy. It's not insanely difficult in execution, it's simply a matter of learning enemies attack patterns and the fastest way to the exit, like any good platformer. The music in Clone Wars is only average to my ears, having experienced the recent blissfulness of CV Bloodlines and EWJ, but those who actually like those Trademark SOA tunes will probably find it really good. This is without a doubt a quality title in every way and further reason to pursue the 16-bit market vigorously in the month's to come. Takahara





1 PLAYER PROFILE



PUNISHER

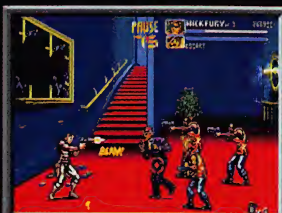
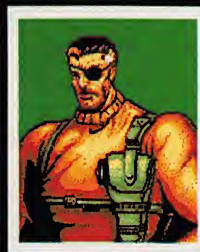
NAME: FRANK CASTLE
Former U.S. Marine
Captain.



2 PLAYER PROFILE

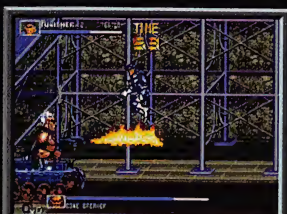
NICK FURY

NAME: NICK FURY
AN AGENT for
S.H.I.E.L.D.

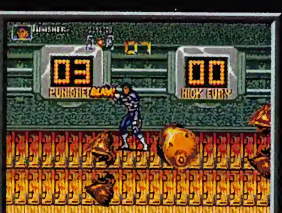
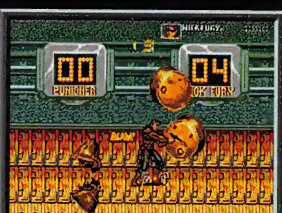


One of my favorite arcade action fighting games is coming to the Sega Genesis. It all started with Final Fight. FF was a game that (like Street Fighter II) reinvented its genre. Based on Capcom's (at that time, brand new) CPS I hardware, Final Fight inspired many other side-scrolling action/fighting games, from Sega's exceptional Streets of Rage, to Capcom's own award winning Captain Commando. Flash forward to 1993-Capcom introduces its second generation 16-bit arcade hardware, CPS II. In preparation for its (at that time) upcoming Super Street Fighter II, Capcom introduces 2 new CPS II games: Dynasty wars II in Japan (to be later released as Warriors of Fate in America) and The Punisher here in the U.S. The arcade Punisher proved to be everything I dreamed of in a traditional Final Fight-style game.

Now, it's 1995 and Capcom has translated the game over to the Genesis. This version has almost all the features of its coin-op sibling, two players simultaneously, all the levels of the arcade game, cool bosses, and unusual enemies. Although the Genesis version of Punisher has some of the violence and carnage of the arcade game, there are a few unusual omissions. For one, there is no spurting blood anywhere to be found, and after you defeat the boss in level 1 and question him (at gunpoint) about the whereabouts of the other bad guys, you no longer blow him away. You instead throw him off the screen. After seeing the blood and fatalities in



MK and the vomit and electrocutions in Capcom's own SF2 for the Genesis, the clean cut approach to Punisher (Capcom's most violent game) caught me off guard. There is also a noticeable lack of animation, color and detail in this obvious U.S. programmed port of the game. Why Capcom decided to make this one here, I do not know. However, If you are like me, and want to play this game at home, without spending all your arcade tokens, then this is the only game in town.-K.LEE



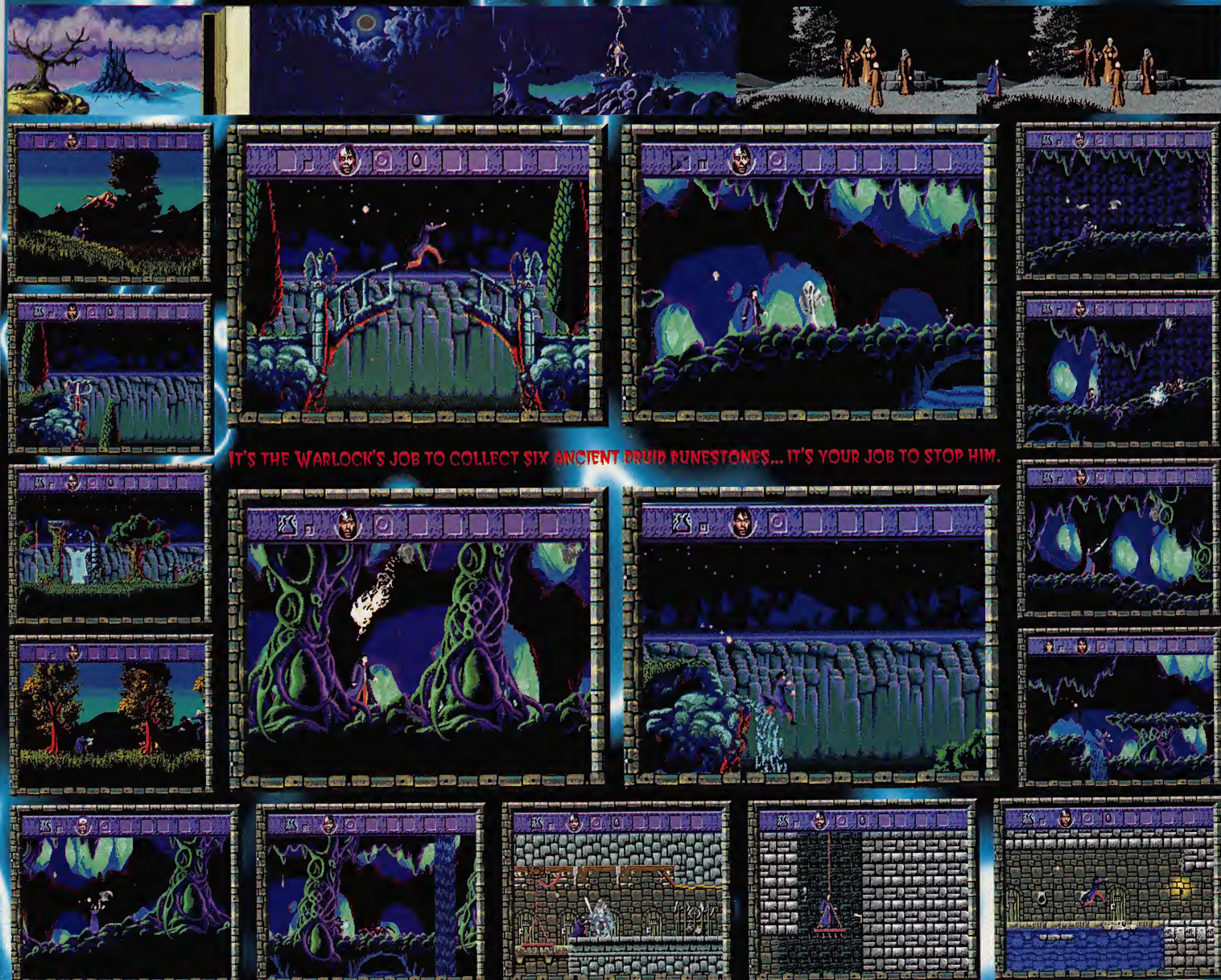
THE PUNISHER

GENESIS-CAPCOM
16MEG
ACTION ARCADE
AVAILABLE MARCH

GENESIS
REVIEW



The Punisher has caused me enough damage!

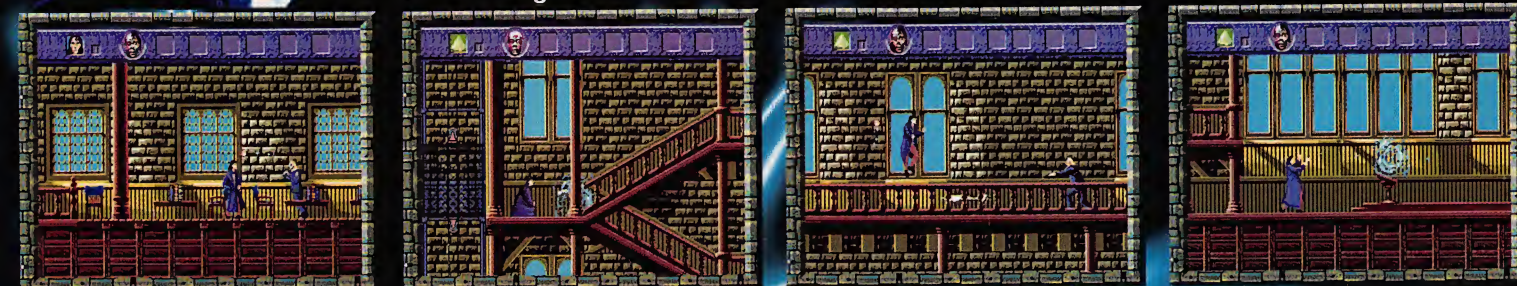


WARLOCK

Hey, isn't that the guy who put the girl in the box? That ain't right. One of Acclaim's most recent forays into the cinema genre is Trimark's 'destined for cable' cult thriller, Warlock. It's the Warlock's job to collect six ancient druid runestones scattered throughout time and several continents. If he succeeds, he will have the ultimate power to destroy everything that is. That would suck. It's your job (as the guy with the controller) to stop him.

Honestly, Warlock is quite good, in fact, all of Acclaim's new movie titles really impressed me at the recent Las Vegas CES. Besides having excellent graphics and smooth animation, the game is loaded with strategy. There are switches to throw, puzzles to solve, and a wide variety of nicely animated spells to use. It's quite the non-linear action fest. The soundtrack is also quite good and features very clear sampling. A password feature is also on tap. We'll review Warlock next month along with the Genesis versions of True Lies and Stargate. Acclaim is making the games as good as the movies! -Takahara

GENESIS • ACCLAIM
16-MEG
ACTION/ADV.
AVAILABLE FEB.



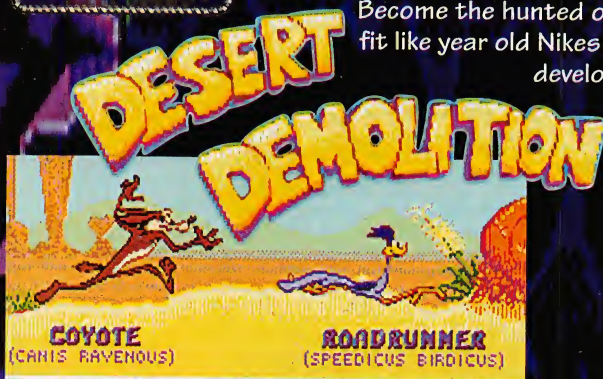


Play as Wile E. and chase down the ultimate snack, the Roadrunner. Use those high quality Acme gadgets, and you just might survive the chase!

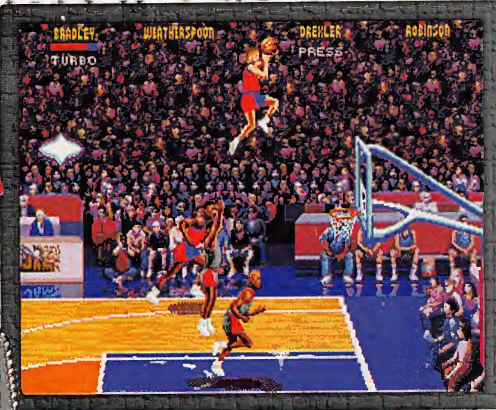
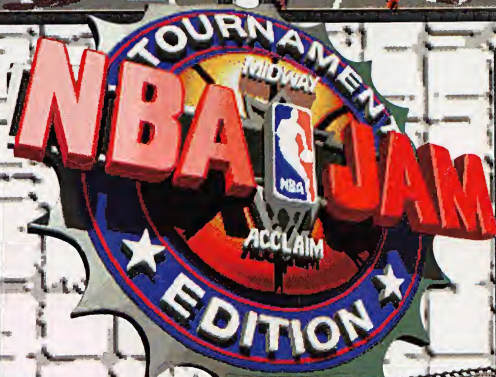


GENESIS • SEGA
8MEG
ACTION/PLATFORM
AVAILABLE NOW

I'm the first one to shudder at the mention of a Warner Bros. game. So many of them have had floaty control and poor gameplay that I have become just a little gun shy. Enter Blue Sky, makers of such bliss as: Ren & Stimpy, Stimpy's Invention, and Ecco the Dolphin. They have managed to create a truly original and authentic reproduction of the greatest chase in the history of cartoons, the Roadrunner vs. Wile E. Coyote. Become the hunted or the hunter and just have a blast. The animation, sound effects, and music fit like year old Nikes and the graphics are drawn to utter perfection. I can't believe what the right developers can do with an 8-meg cart! Don't let this one fly by!



Play as the Roadrunner and laugh your butt off as Wile E. gets worked trying to catch you. He's got Acme stuff....oooh I'm so scared.

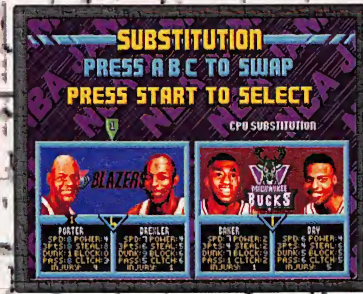


IT'LL NEVER FIT

GENESIS
REVIEW

GENESIS • ACCLAIM
24-MEG
ARCADE
AVAIL. FEBRUARY

WHO SAYS WHITE MEN CAN'T JUMP?



MO MONEY MO MONEY MO MONEY!

He's up...he jams it in. One of the most successful arcade games of all time, and one of the fastest selling home conversions ever, is getting an overhaul. NBA JAM: Tournament Edition set fire to the arcade charts in 1994. Now, the lguanas at Acclaim are presenting us with a 24-meg half-sequel to the coin-op B-ball game on the Genesis. I consider NBA JAM:TE a 1/2 sequel to NBA JAM the same way I consider Super SF2 a 1/2 sequel to SF2. The game has much more play options and better gameplay, plus, it is refined to a tee, but an actual sequel it is not. If the word REHASH comes to mind, fear not- NBA JAM:TE has new slam dunks, new sound samples, new team rosters, a new tournament mode, new power-ups, new improved gameplay, faster play speed, tons of new tricks and codes, and even more new hidden stuff! In fact, if not for the similar graphics, sounds and basic controls, Acclaim would've been forced to label this game: NBA JAM 2. As it stands, even the most skeptical JAM fan wouldn't dare call this game a rehash after he/she sat down and played TE for a few minutes, this is the good stuff, but better! K. LEE



OOH! OW! OOH! HOT! HOT!

SHE MAKE ME SO HAPPY!

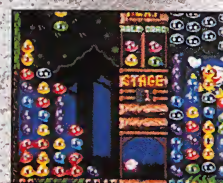
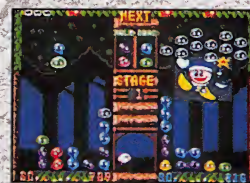
"He used to be
such a good boy."

Kirby's back with
a couple of real
brutes for
Super NES®.

Sad. One day
you're cute 'n
cuddly. The next,
you're burying
your opponents and
spitting on your
enemies. Who's to
blame? Bad parent-
ing? One too many
sitcoms? Either
way, the **mutant**
marshmallow is



now on 16-bit in two games. So prepare to
toasted. **Kirby's Avalanche™**: The chain-
reaction puzzle game where saving your skin
means burying your
opponent in boulders.



Connect blobs on your side, then watch your bud get b

Then facing some of the nastiest
names in the business—like Waddle Dee and Squishy.

(OK, so "The Mangler" and "Scarface" they ain't.)



© 1995 Nintendo of America Inc.
Kirby's Avalanche and Kirby's Dream Course are trademarks of Nintendo of America Inc.



Kirby's Dream

Course™: Trip to



a whole 'nother dimension. Is it miniature golf? Is it a wacky obstacle course? Yes! Add



Hey look, 3-D without the stupid glasses.

mayhem and, "Voilà!"

—eight

3-D landscapes with

eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, **His Flabbiness** is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

Only For

SUPER NINTENDO
ENTERTAINMENT SYSTEM

PLAY IT LOUD SM

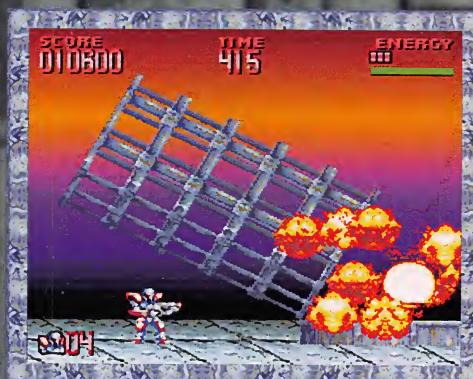


SUPER TURRICAN 2

SNES • OCEAN • ACTION
16 MEG • AVAILABLE MARCH



Ocean is set to bring out yet another phenomenal SNES game. The long awaited sequel to Super Turrican, aptly named Super Turrican 2, is finally here, and are you in for a shock! The graphics in ST2 are, quite literally, astonishing. The SNES' scrolling, Mode 7, and music capabilities are fully

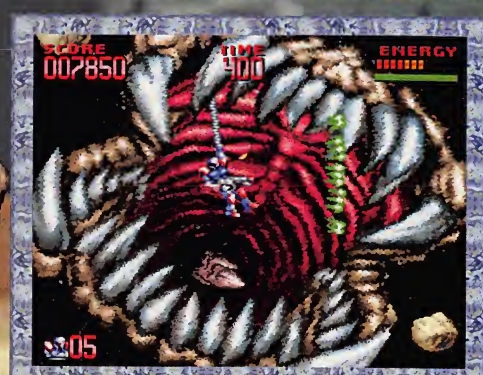
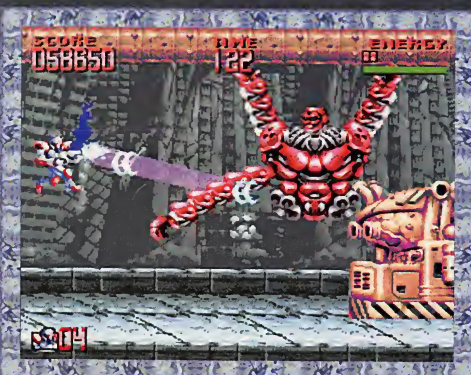


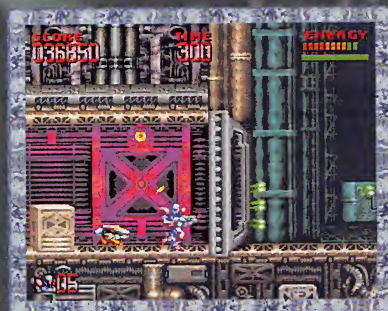
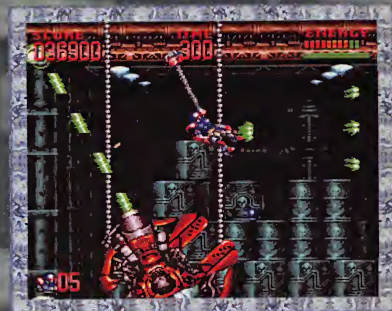
taxed. This is what a *true* SNES game is supposed to look like!

Several power-ups can be collected and powered up, like the Spread Shot, Laser, Flame Shot, and Rebound. Try not to get stuck with the Flame Shot, it can't be fired rapidly.



Climbing and swinging from ledges is executed by using the grappling arm. This play mechanic is reminiscent of "Bionic Commando" - but it works even better here, as much of the game relies on proper execution of this play mechanic. Rather than providing Turrican with the standard horizontal shooting, the designers have outfitted him with an ultra cool, rotating



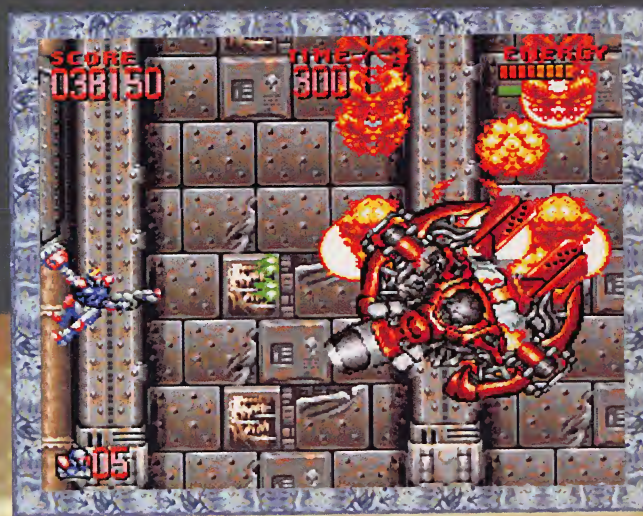
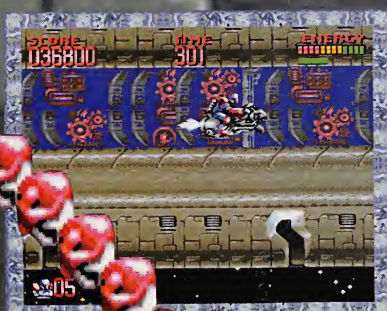
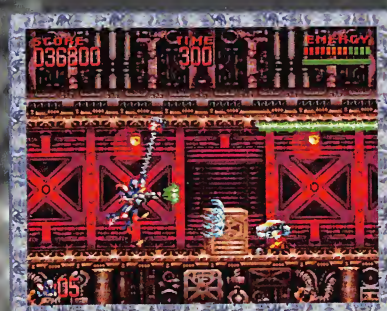


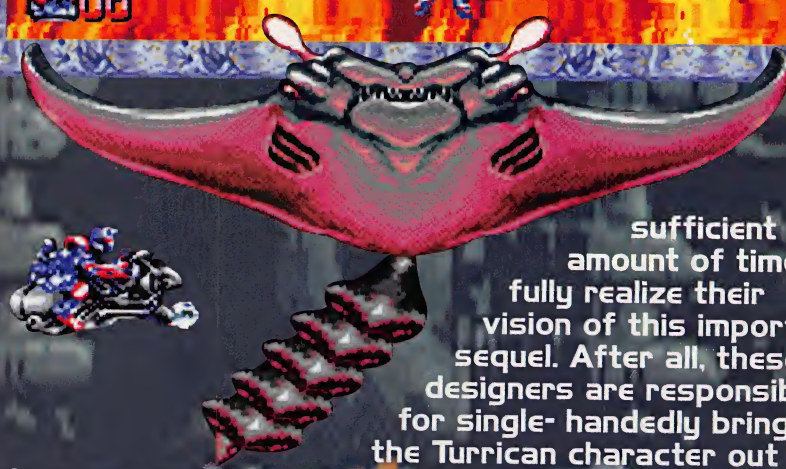
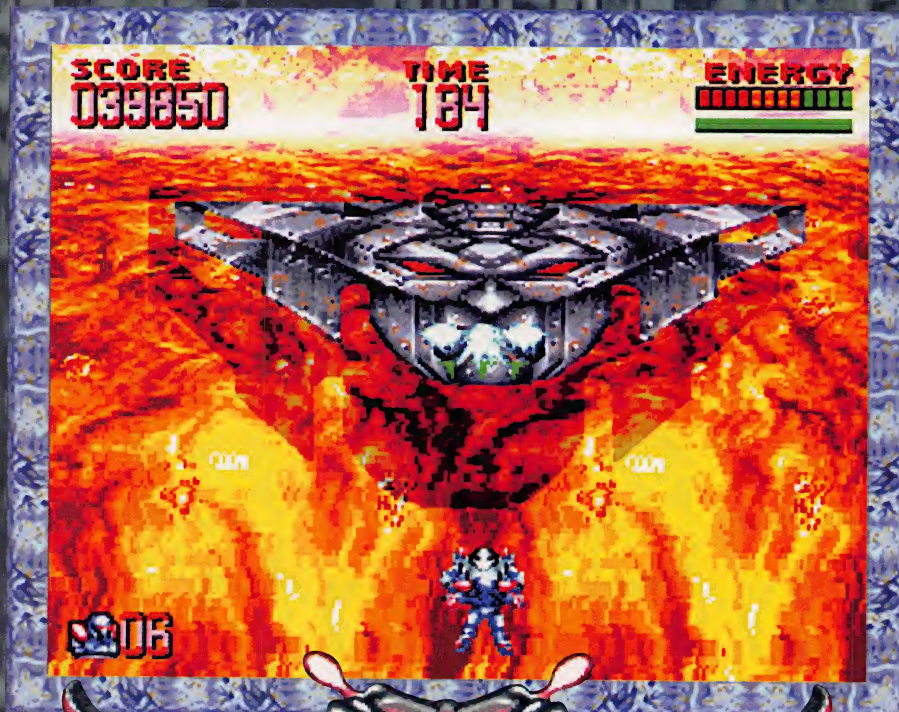
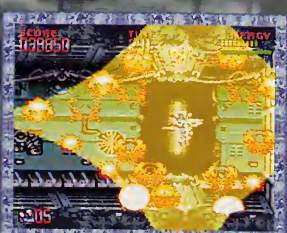
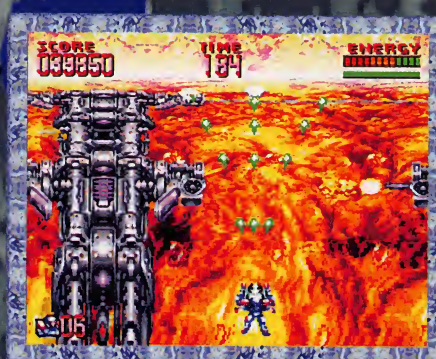
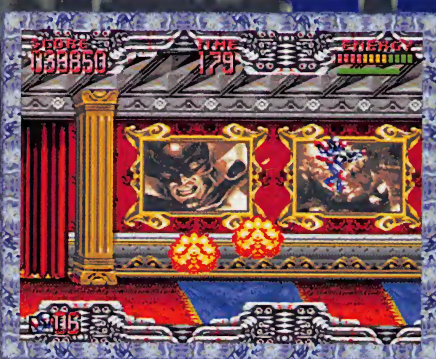
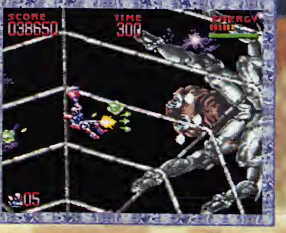
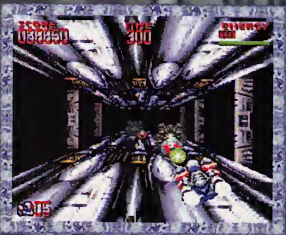
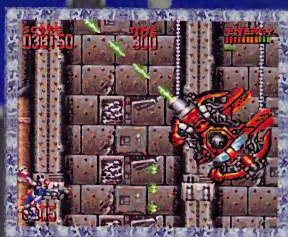
freeze laser. This renders enemies helpless while you position yourself for the kill.

Has it been awhile since

you've heard a quality third party SNES sound-track, reminiscent of those great Supper Famicom games of old? Well, here too, Super Turrican delivers, with a meaty sound-track that lends itself perfectly to each of Turrican's many areas.

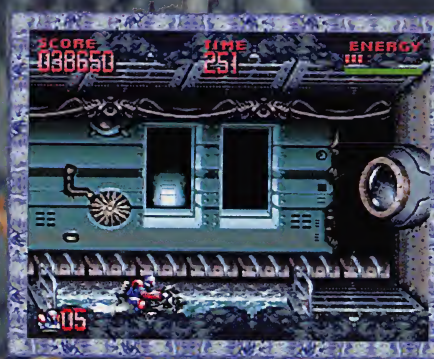
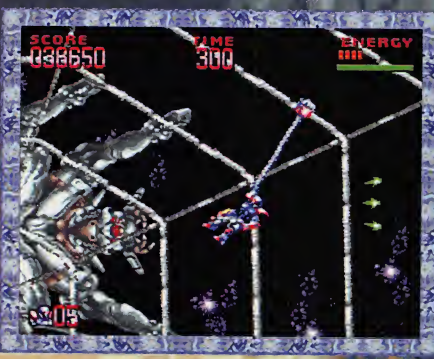
The intermissions in ST are impressive little CG snippets complete with a touch of animation, in fact all of the attract screens are worth waiting for. The creators of ST were obviously granted a





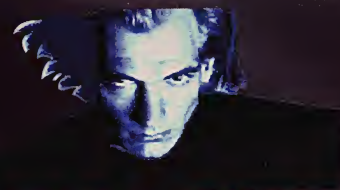
sufficient amount of time to fully realize their vision of this important sequel. After all, these designers are responsible for single-handedly bringing the Turrican character out of video game hell after two dreadful Genesis games. After the amazing Mega Turrican on Genesis and now this Turrican is sure to be a mainstay among the platform elite!

-TAKAHARA



A powerful evil force has awakened, a feeling of impending doom has entered the cold night air. Once every 1,000 years, an ominous being called The Evil One, sends to earth his son (the Warlock) to gather up the six "Druid Runestones" with the sole purpose of using them to call forth the power of evil. It is now up to you, a modern druid warrior, to defeat the Warlock, repo your ancestors' gems and restore peace and tranquillity to all of mankind!.....no worries.....

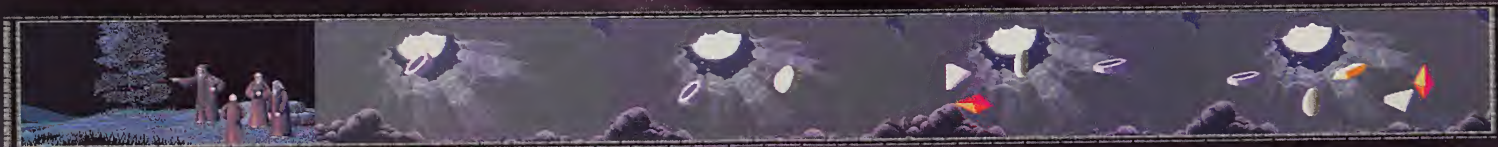
Welcome to the world of Warlock, EMI/Acclaim's latest offering. Programmed by Realtime Associates, Warlock on the SNES represents your standard action/platform fare. The main character has the ability to cast various magic spells ranging from smart bombs which can destroy everything on screen, to the tremor spell which shakes loose hidden objects and pathways. My favorite feature in this game is your orb companion. If there is an enemy you want to hit, or an item you want to collect that is too far above or below you, presto-chango, you can let your trusty magic orb do the deed. You also have the ability to throw a projectile horizontally and diagonally. Throughout each of the 7 levels, you will encounter a vast assortment of highly annoying bats, birds, ghouls, ghosts, gargoyles, hell hounds and zombies placed in your way, to make your quest all the more difficult. Soon, we will delve further into Warlock, until then, here's a few screen shots to tide you over. R.L.C.C.



WARLOCK



SNES • ACCLAIM
16MEG
ACTION/ADVENTURE
AVAILABLE MARCH

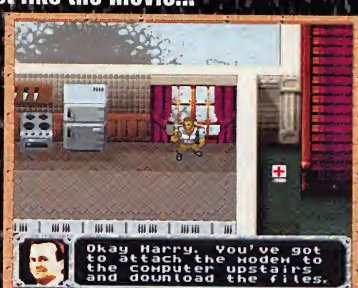


FIND THE SIX LOST DRUID RUNESTONES... OR PERISH!





The game opens just like the movie...



once you're cover is blown, the action starts!



You undoubtedly saw the flick, now it's time to play the game. Yes, the bliss of playing a game as Arnold S., with T. Arnold as your side kick, is now right at your finger tips. One word of warning though, if you don't like the red stuff, you need not apply. Nintendo said "play it loud" and Acclaim said, alrighty then! This game spurts and squirts as enemies buckle and croak at your feet, it's just the coolest.

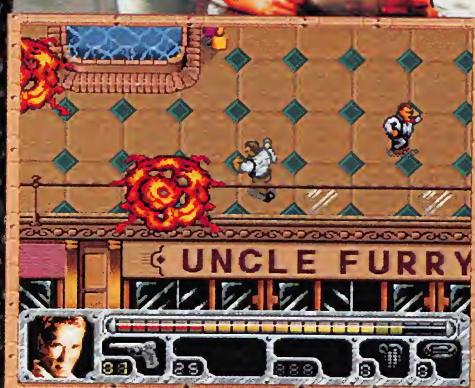
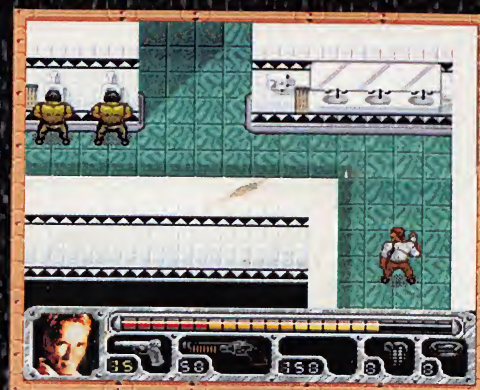


SNES • ACCLAIM
ACTION/ADV. • 16 MEG
AVAILABLE MARCH

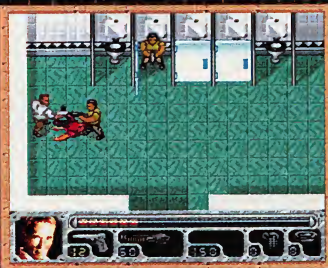
TRUE HIT

Cool layout huh?

I'm telling you

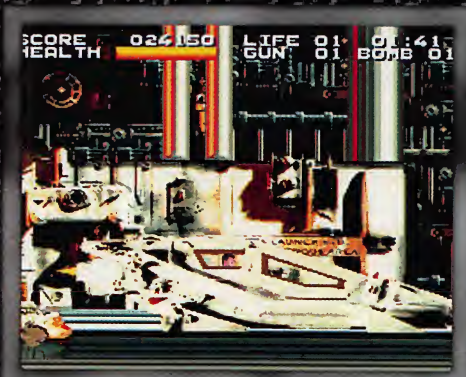


The gameplay is pure, non-stop overhead mayhem, but it is both non-repetitive and non-linear. You don't just defeat the enemies in each level, you have to find your way out! This is often times extremely difficult, as a varied assortment of enemies, using several different types of weapons, are closing in at all times. You won't rush through this one, angling your shots and maneuvering perfectly are a must for survival. On the bright side, once you roast an enemy, he stays dead! Sprites do not reappear... bravo! The



graphics in TL are extremely detailed, the brawny little Arnold character is drawn and animated very nicely, and Tom is along for the whole ride. In other words, True Lies lives up to its license. We'll have a review (like we just didn't) next month. -Mr. Goo





TIME COP



SNES • JVC
16MEG
ACTION
AVAILABLE MARCH



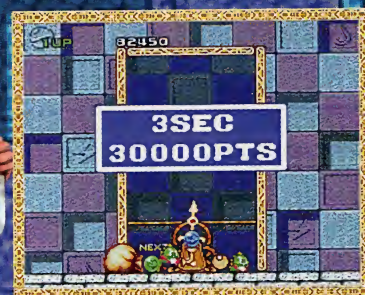
Time Cop, Jean Claude Van-Damme's big budget action thriller, is making its motion picture to video game transition, courtesy of JVC. The evil Professor Hans Kleindast is again attempting to harness the power of time travel through technology. Naturally, it's up to Max Walker (that's you) to put an end to Kleindast ambitious plans and make certain the power of time travel will never be misused again. Jean Claude and co. are completely digitized, which adds to the overall realism of the game. Besides this main feature, Time Cop is your basic side-scrolling, kick and punch action game, where you run through each level annihilating everything and everyone standing in your way. The main objective seems to be: kick bad guys, grab all icons, race against the clock and find the exit. The main character also has the ability to shoot his pistol and use his super bomb, which comes in handy anytime the action gets a little too hot and heavy. The music is derived from the movie but has unfortunately been video game-ized, and the results are not all that impressive. Time Cop is an unfinished game as we go to press, so a full blown review will have to wait until next time.

K.LEE

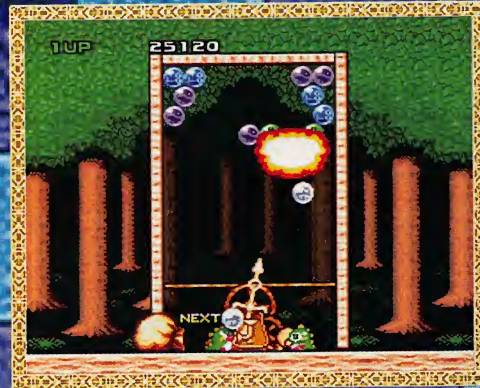
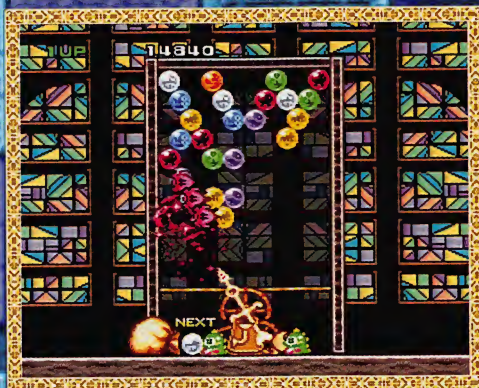




BUST-A-MOVE



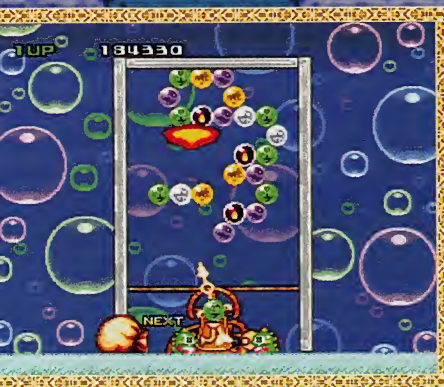
SNES • TAITO
PUZZLE • 4-MEG
AVAILABLE NOW



As many of you know, I am not a huge fan of puzzle games. In fact, I think that the only puzzle game I've ever truly enjoyed as much as, say, a good RPG or fighter was Puyo Puyo/Mean Bean Machine... until now. The perfect puzzler has finally arrived, one that even non-puzzle freaks like myself can really get into. Why? The game moves at a much faster (even shooting game-ish) pace than regular puzzlers, not in the sense that blocks fall faster or anything, but because of the game's basic concept.

In Bust-A-Move (retitled from the Japanese original, Puzzle Bobble) you fire multicolored bubbles at bubbles of the same color in the field above you. By matching three or more bubbles, they pop. Of course, the object is to pop all the bubbles, leaving you with a blank field. "OOOH!", you may be thinking, "Too much fun for me!" But wait... there's more! Several power-ups are available, ala Bubble Bobble, like lightning bubbles that shoot from right to left, destroying all the bubbles in its path, and water bubbles that react in much the same way but fall from top to bottom. Another major strategic factor in Bust-A-Move is the banking of your bubbles off the wall to achieve the perfect angle needed for that multi-bubble-burstin' combo.

If you're a puzzle fan, by all means pick this one up immediately - it's one of the best games the genre's ever had. To use the cliched puzzle game word "addictive" would be a major understatement. Even if you're not a puzzle fan, you'll probably really enjoy Bust-A-Move, especially in the 2P mode... it's like a thinking man's SFl. Great job, Taito, except for the name... pain! Now I'm ready for the Neo-Geo version! -Nick Rox





SNES • OCEAN
12MEG
ACTION/PLATFORM
AVAILABLE MARCH



Here he is again, that Super steel, hyper little robo masher, Mr. Tuff. It's far in the future... way far. The Earth gets so polluted and grossed out, the humans leave! It seems they've finally found another planet to pave. Well, to make a short story short, they leave behind all the little

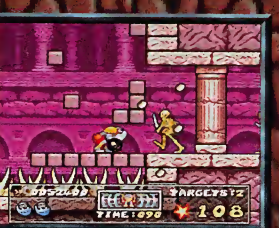
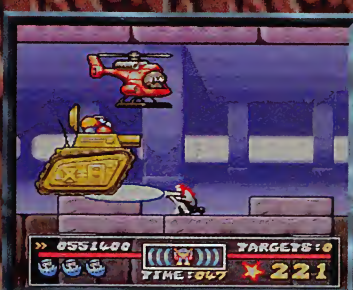
house droids to fend for themselves. Not unlike the human race, it isn't long before a band of bad-ass little military droids decide to take over... Mr. Tuff 'ain't buyin'!

Although Mr. Tuff is an intense little thrasher, the game itself lends itself towards all ages, with its happy music and often times, hyper-cute graphics. On the flip side, Mr. Tuff has plenty of hard core platform elements as well, providing more than enough challenge for even the most demanding gamer.

Mr. Tuff can find all sorts of gizmos to equip his powerful arm, like huge drills,

laser cannons, and saw blades. He'll also drive anything with wheels, cruise the hover board, and slap flaming helmet cannons to his big metal head. So, he 'ain't all that cute! The bosses in Mr. Tuff are a hazardous bunch of droids indeed, and most require major patterns to defeat. The levels in Mr. Tuff vary in size, and are almost always packed with hidden power-ups, med. kits, and one-ups, the only catch is that you 'ain't got all day to find 'em. The levels in Mr. Tuff are timed, that's the only real flaw in the game. Graphically, as you can see, the game is drawn and detailed very well, including the nifty little intro when you fire up Mr. Tuff. There's some qual here, no doubt about it, but it's an acquired taste.

Basically, if you like what you see and lean towards platformers, this cool little game will almost certainly provide you with many hours of hopping, bopping and noggin knockin! -Mr. Goo



Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB,
COMIN' UP!



IS THIS LOADED?



They fight, and bite, they fight and bite and fight!
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat...
So, are you mouse enough!!!!???



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SATURN • 32-X • JAGUAR • 3DO • ULTRA-64 • PS-X • PC-FX • NEO GEO • PLAYSTATION

GAMEFAN 32

PLAYSTATION:

TOM SHIN DEN
MOTOR TOON GP
KJLEEK THE BLOOD
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SEGA SATURN:

VICTORY GOAL
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SEGA 32X:

KNUCKLES CHAOTIX
METAL HEAD
MOTOCROSS CHAMPIONSHIP
TEMPO

3DO:

YU YU HAKUSHO
RETURN FIRE
QUARANTINE

PC-FX:

TEAM INNOCENT
BATTLE HEAT

ATARI JAGUAR:

POWER DRIVE RALLY



EDITORIAL ZONE

In my opinion, specs matter little... remember, my favorite system is the PC-Engine! But, as the specmeister here at GF, it is my duty to inform you of the technical advantages and disadvantages of the next-gen systems that will soon be (or already have been) released. The machines I'll be concentrating on are the Sega Saturn, Sony PlayStation, NEC PC-FX and Nintendo's Ultra-64.

Let's begin with processing speed. If Nintendo's claims hold true, then their Ultra-64 is without a doubt the fastest, clocking in at 100MHz... the speed of a \$2500 Pentium PC. Next up is Sony's PlayStation, with a processing speed of 33.8 MHz, followed by Saturn at 27.5 (Although the system does contain two SH2 RISC CPU's, running separately) and the FX at 21.5 MHz. To contrast, the SNES runs at 3.58 MHz and the Genesis at 7.14.

Now for everyone's favorite spec: polygons. The leader of the pack in this area is the PlayStation, capable of 1.5 million flat-shaded (one color) polygons and 360,000 texture-mapped, light-sourced, Gouraud-shaded, and depth-queued polygons. Based on preliminary specs, the Ultra-64 is capable of 100,000 texture-mapped polygons, but a number of other techniques are employed to make these appear much smoother, such as ray-tracing, "tri-linear mit-mapped interpolation" and anti-aliasing. Sega is silent on the Saturn's polygon capabilities, but we can hazard an educated guess: It is a fact that Daytona USA on the Saturn displays 2,000 polygons per frame. There are thirty frames per second for this particular game, so the number may be somewhere around 60,000, texture-mapped. The FX has no hardware specifically for the generation of polygons, but NEC has assured us that the FX's software polygon generation techniques are powerful enough to produce impressive 3-D... we shall see.

Now for 2-D capabilities. The Saturn and FX are arguably the leaders in this arena, with the Ultra, of course, far on top, if Nintendo's claims prove true. Saturn's 2-D hardware consists of 5 hardware parallax backgrounds, 4 X/Y scrolls (diagonal) and 2 "rotary scrolls." The PC-FX has a total of nine parallax scrolls as well as cellophane and priority effects. The PlayStation is the only system brave enough to come right out and say how many sprites it's capable of: 4,000, ranging anywhere from 8x8 to 64x64 dots. A direct quote from Sony Computer Entertainment of Japan, as reported in PlayStation Magazine, is "In a shooting game, we could have 200 to 300 average-sized enemies on-screen with no slowdown or flicker." The amount of parallax scrolls available on the PS, unfortunately, is not known.

Next up are the sound capabilities of each system. The Ultra, once again, reigns supreme in this category if Nintendo's claims are true: 64 sound channels with a sampling rate of 44.1KHz. Personally, I can't imagine this - 32-channel DSP synthesizers with the main sound chip of the Saturn, the Yamaha 68EC000, cost hundreds of dollars. The PlayStation has 24 sound channels with a 16-Bit DSP and the FX has 2 ADPCM channels with six channels available for playing samples - similar to the SNES' 8-channel sound chip.

Last but not least is each system's amount of RAM and specialized hardware that doesn't seem to fit into any one area. Let's begin with the Saturn. Here we have a total of 36 Megabits of RAM, as well as hardware line and cell-scrolling. The PlayStation has 28 Megabits of RAM, JPEG image compression as well as full-screen, full-color video playback (unfortunately tiled) with a total of 74 minutes of video on one CD... but that's one WHOLE CD, without any game program. The PC-FX, which has 26 Megabits of RAM, features three expansion ports: One for RAM, one for S-RAM, and one direct hardware upgrade port. All three ports are housed within the system, so any upgrades will fit snugly into the machine, out of sight. Also available is JPEG compression and full-screen, full-color, 30 frame-per-second (the same as a television broadcast) video. The FX can also read Kodak Photo CD's. The Ultra's custom hardware is unknown at this point.

So there you have it. What have we learned? The Saturn and FX are the 2-D systems, the PlayStation is the 3-D system and the Ultra is the everything system if the advance specs we've received stay as they are. My only Ultra concern is this: CARTRIDGES? Why? They're WAAAAAY more expensive to produce, take ten times longer than CD's to manufacture, store far less information than CD's, and third parties hate 'em. Nintendo DOES claim, however, a 100:1 compression rate which would result in 800 Megabytes being crammed onto a 64-Megabit cartridge. This is utterly impossible, though... that's like taking the entire text of this article and reducing it to the size of this sentence. It just ain't gonna happen. What are you going to do with 100,000 polygons per second and 64 sound channels if you don't have anywhere to store enough information to utilize them? At any rate, thanks for sitting through all this, and hopefully my ranting will help you in making your decisions. Remember, though, specs mean little - it all comes down to excellent programming, game design, and artistry. Now returning to your regularly scheduled magazine...

-Nick Rox

TEAM GF 32

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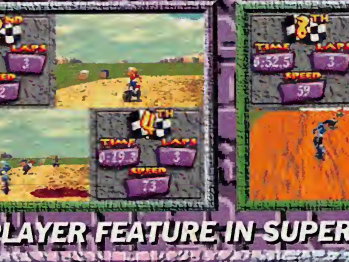
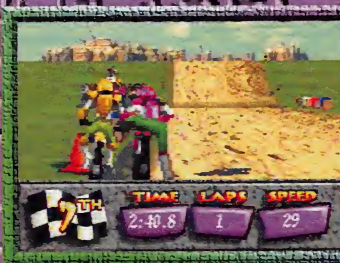
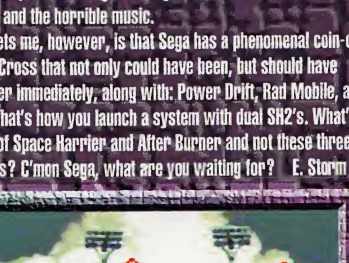
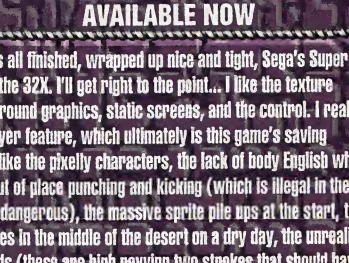
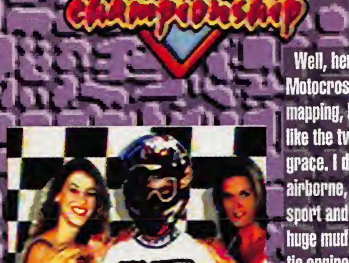
KNUCKLES CHAOTIX
PG. 72



MORTAL KOMBAT II
PG. 68



YU YU HAKUSHO
PG. 100



**32X • SEGA
RACING • 16-MEG
AVAILABLE NOW**

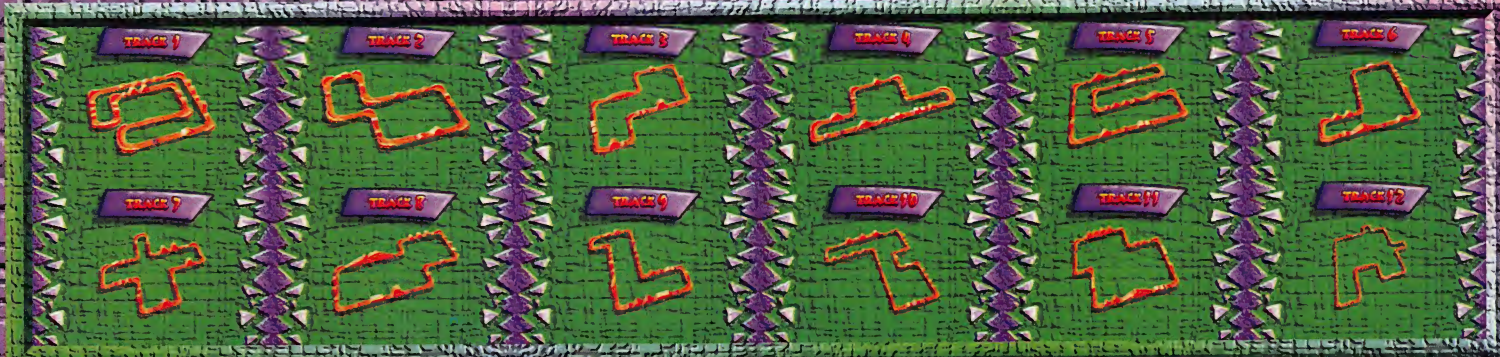
Well, here it is all finished, wrapped up nice and tight, Sega's Super Motocross for the 32X. I'll get right to the point... I like the texture mapping, background graphics, static screens, and the control. I really like the two player feature, which ultimately is this game's saving grace. I do not like the pixelly characters, the lack of body English when airborne, the out of place punching and kicking (which is illegal in the sport and very dangerous), the massive sprite pile ups at the start, the huge mud puddles in the middle of the desert on a dry day, the unrealistic engine sounds (these are high revving two strokes that should have been sampled), and the horrible music.

What really gets me, however, is that Sega has a phenomenal coin-op called Stadium Cross that not only could have been, but should have been ported over immediately, along with: Power Drift, Rad Mobile, and Galaxy Force. That's how you launch a system with dual SH2's. What's with the ports of Space Harrier and After Burner and not these three intense coin-ops? C'mon Sega, what are you waiting for? E. Storm

HEY, WHERE YA GOIN'... HEY!



THE 2 PLAYER FEATURE IN SUPER MX IS THE HIGHLIGHT OF THE GAME!

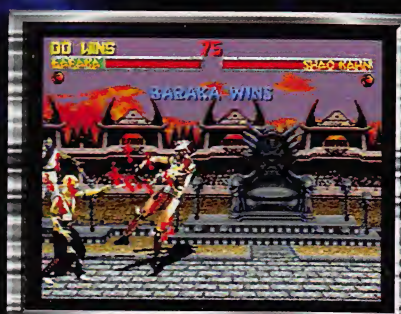


DO BATTLE ON 12 CRUELING TRACKS!

MORTAL KOMBAT II



**32X • ACCLAIM
32-MEG
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Mortal Kombat II is going 32-bit on Sega's 32X, courtesy of Acclaim Entertainment, Inc. I'll get right to the point: In one corner, you have Midway's coin-op software, and in the other, you've got Sega's 32X hardware. Combined, are the two a marriage made in heaven? Answer...absolutely, positively, yes! Overall, MKII on the 32X is the best home version of the arcade smash hit yet.

Back when Mortal Kombat was first released in 1993, Sega had the better version on the 16-bit Genesis. That game had all the coin-op's blood and fatalities which were deleted from the SNES, plus it had better and more instinctive player control. The Genesis version outsold the SNES version 3 to 1: Round 1- Segal. In 1994, Acclaim released the newer Mortal Kombat II for all the systems, but this time, things were different. Nintendo's renewed game content policy meant that all the blood and gore from the arcade game could be (and was) included in both the SNES and Genesis games this time around. Being now that Nintendo was on even ground with Sega, Acclaim saw fit to tighten up the player control, program the game in 256 colors, include all the sound samples from the arcade title, and

stuffed in all the fatalities, babalities and friendships in the SNES version.....Sales skyrocketed: Round 2- Nintendo!

It is now the final round. Sega got the jump on Nintendo by releasing their first 32-bit system in time for Christmas '94. The Ultra-64 is nowhere in sight, and even when it does come to market, later in 1995, MK III, not MK II, will be a factor on the big "N"'s 64-bit monster. And that's not taking Sony's Playstation and possibly Sega's Saturn into account. Another big battle seems to be brewing.

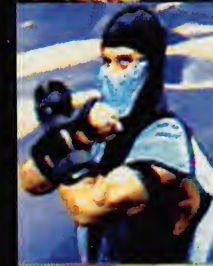
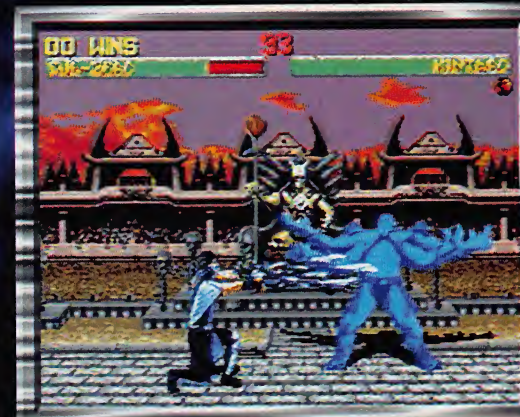
But that will be then, and this is now. I have conquered the 32X MK II, and I'm here to say that the game is quite perfect indeed. I popped in the game and surprise!, all the missing color, sound samples, and combos have mysteriously been recovered on the 32X. What I can't for the life of me figure out, is why 32-bit technology will not allow you to pause the freakin' game during play?

What it all boils down to, is that if you are one of the many Mortal enthusiasts, or just a hard core gamer that doesn't settle for anything but the best (aka-the readers of Game Fan), MK II, alone, warrants a purchase of the 32X. Way to go Acclaim! -K.LEE





EXCLUSIVE GRAPHICS ONLY ON THE 32X SYSTEM!!

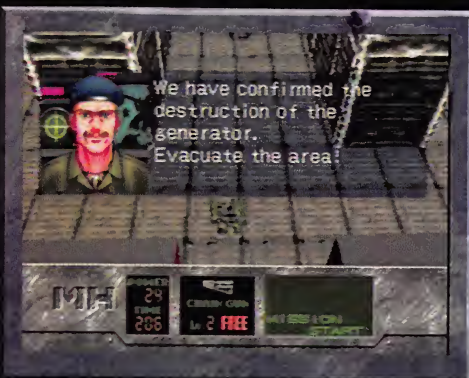
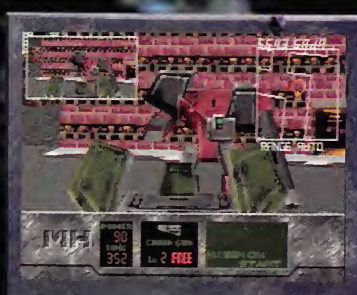


32X • SEGA
3D ADVENTURE • 24 MEG
AVAILABLE NOW

MH™
METAL HEAD



So you've played the first few titles for your new 32X. You can see the potential, but nothing has really made you shed tears of joy... yet. Metal Head just might. If you're a big fan of the Mech. style adventure (a category sorely lacking quality softs), you will surely embrace this amazing 24-meg cart. The first thing you'll notice when you plug in MH is that not only is the music actually pretty good, but there are tons of long, clear voice samples. In fact, you get the whole memory munching story read to you. Once you dive into the action, the fun really starts. First of all, everything is texture mapped, there are no flat polygons anywhere in this game. Things get a touch pixely when you're up close, but overall the effect is surprisingly realistic. Most impressive of all, however, is how fluidly your Mech. maneuvers throughout each area. The frame rate is fast, with virtually no chop, and you can change viewpoints instantly, on the fly. Your missions revolve around the termination of terrorist forces bent on ruling the world. Each mission has a specific objective and a certain time allotment to carry it out. Therefore, no two levels in the game are alike. Some are long while others can be rather short. It all depends on what path you take as there is no 'set' way to complete each mission. Areas are vast and exploration is almost always required. Between missions you can blow your paycheck on a variety of weapons from the smart ass arms dealer. Hint; always go for a laser on your right arm, it



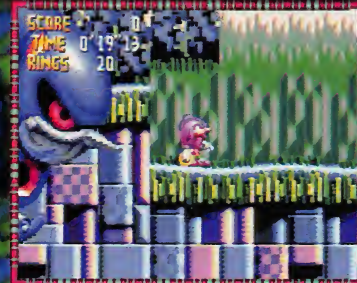


is quick, easy to aim, and very deadly. If you've got enough cash left over, a grenade launcher is always nice to have around for those fast moving targets. Speaking of targets, the enemy mechs and ground vehicles in MH are not only realistic looking, but are all shaded and textured extremely well. This is where almost every game in this genre has failed and another reason why MH is such a great game. Having played this



game extensively, and in the same week laid hands on the godly 'Chaotix', I am, to say the very least, over-joyed with my one hundred and fifty dollar 32X, and the minute these power packed carts hit your cartridge slot, I'm sure that you will be too. Metal Head is the best game of its kind... and we're just getting started...
-E. Storm





WHO'S THE RED GUY?

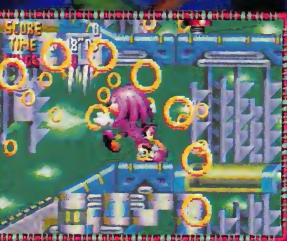
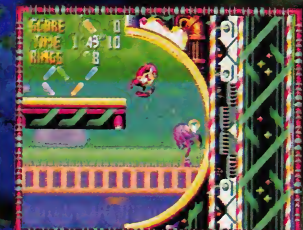
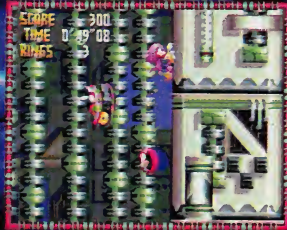
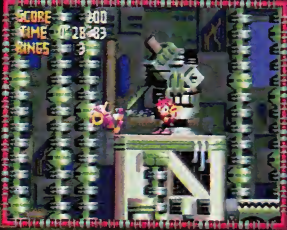
IT'S A WHOLE NEW WORLD



**32X • SEGA
32MEG
ACTION/PLATFORM
AVAILABLE APRIL**

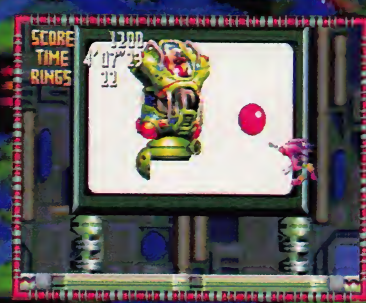
Platform fans, prepare yourselves for the ultimate experience: Chaotix, starring not Sonic, but Knuckles! Of course, this is not the Knuckles you met in Sonic and Knuckles on 16-bit. This Echidna is fully animated, brilliantly shaded and works in tandem with one of at least five mascots. That's right, mascots! Robotic Sonic shows up and gives a whole new meaning to the term lock-on! This amazing new feature creates perhaps the coolest play mechanic in platforming ever. Your mascot can 'hold' while you gain speed and build tension, then like a rubber band, you both bolt ultra fast! You can even grab your little friend, throw him onto a platform overhead, and then bounce yourself up. This mechanic creates some of the most creative situations ever in a platformer. And then there's the graphics. Chaotix has blinding color, mega scrolls, phenomenal scaling sprites (wait 'til you meet Robotic on 32-bit!), and 3D bonus rounds that truly amaze! This is sheer Sega brilliance! I'll have so... so much more in many issues to come, in the mean time... buy a 32X!!

-E. Storm



KNUCKLES MORPHS?!

I CAN GET USED TO THIS!





Tempo's in the house tonight- you know he's gonna' move your mind- the groove is outta' sight- funky as you wanna' be. First of all, I didn't write that. If I did, you'd probably think I was some sort of bone-head. You actually hear these fine lyrics, complete with a "I can't believe what I'm hearing" rap sample when you fire up

Tempo, a platform game with musical overtones starring a nicely animated bug. My question is, why not techno, or rock? Has Sega taken the whole hip-hop thing too seriously or what? They can't actually think that action gamers listen to rap/disco... or can they? To say the least, this sample frightened me. Thankfully, the game itself quickly eased the pain.

The development of the first solid platformer for the 32X is coming along very nicely. Besides an impressive Z80 sound-track, huge CG bosses are being added as well as even more amazing new backgrounds courtesy of the SH2's (Sega/Hitachi RISC chips) housed inside. We'll have a review on Tempo, next issue. -Mr. Goo

32X • SEGA
24-MEG
ACTION/PLATFORM
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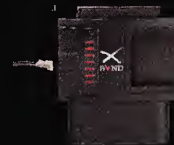
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TO BEAT 'EM IN A VICIOUS GAME OF
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JAM, NHL® '95, OR MORTAL
KOMBAT® II? FIND OUT.
JUST STICK OUR XBAND
VIDEO GAME MODEM INTO
YOUR GENESIS™ PLUG IN
YOUR PHONE LINE. AND
IN JUST MINUTES WE'LL
AUTOMATICALLY CONNECT



YOU TO SOME SERIOUS ASS WHUPPIN'.
SO GIVE US A CALL AND SIGN UP. YOU'VE
GOT NOTHING TO LOSE. EXCEPT YOUR
EGO. (COMING SOON FOR SUPER NES®)

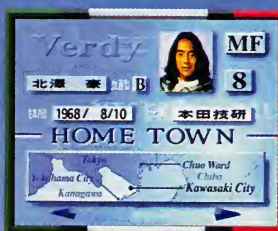


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SATURN
SEGA
SOCCER
AVAIL. NOW JAPAN



Let's see, Victory Goal in a word... unbelievable! Every time I play a Saturn game it's a little more refined than the last. And this game is polished! Believe me when I tell you, FIFA ain't the stuff, and the 3DO, although a great machine, ain't the Saturn. This is the stuff that not just Sports fans, but all fans of gaming dream of. Once you get past the amazing intro, complete with a rocking un-sports like sound-track (thank you, thank you!), you will embark on a game that scales and rotates so smoothly and so fast that you won't believe your eyes. On top of that, the amazing 3D polygon players move with smooth animations and incredible





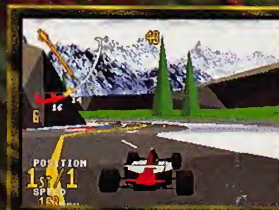
realism. Commit a foul and they hang their heads, score a goal and watch as the camera zooms while the entire play field rotates to display the awesome, and again, realistic animated score board. Then, sit back and watch the goal from every camera angle during the replay. The music during the game is great as well, as are the cheers of the crowd. There is nothing like Saturn sound! The options in the game include: Exhibition, Tournament, J-league, S-league, Cup, and Super Star play. Of course, all the player stats and profiles are here as well. I would have to say that not only is this the best Soccer game that I have ever played but the best sports game period. When the Saturn comes home to the US this September, go for Victory Goal! -Takahara



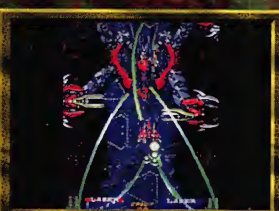
E. STORM'S SATURN PREVIEWS



Here's the latest on what may prove to be the greatest shooter of all time, Panzer Dragoon. These amazing shots came in just before we closed, so I scanned like a maniac to get 'em in. If all goes well PD will make it out in March, along with Daytona. I'm gonna' need a vacation.



Virtua Racing, from Time Warner Interactive? Hey, this may prove to be a BIG positive. It's obviously not the same old game and it is obviously going to be a rockin' version. No word yet on how many tracks or types of cars, but I'll stay on top of things. Look for VR around the 2nd qtr... in Japan.



Namco's Ray Force will make its Saturn debut this Summer. It is currently 30% complete. Will shooters make a comeback in '95, now that 64-bit is upon us? I sure hope so, I miss 'em!

Deadalus, a Sega original 3D shooter, is headed for the Saturn this Spring. Wow, hyper joy!

Data East's Suikoden, a newly introduced coin-op fighter, is headed for the Saturn.

Emit, the first digital comic for the Saturn, can be played in Japanese or English! Joy in Spring!



I know, the character looks lame, but you never know. I'll review Virtual Hydlide next month.



ALRIGHT! Check out Astal, the first conventional animation platformer for the Saturn. Although Astal isn't due out until July, I am extremely excited to see that this great genre is not being passed over for a hundred Doom clones. The Saturn will be the king of the side scroller! I'll have more info. on Astal very soon.

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闘神伝

TOHSHIN DEN



To say "Tohshinden is the best 3-D fighter ever, in the arcades or out," which it unquestionably is, may not sound like much - I can count the number of games in this genre on one hand. To say "Tohshinden is one of the best fighting games ever made," however, sounds like a lot... and it is, in every way... the graphics, (that one's a no-brainer) gameplay, control, characters and music are everything I have always wanted in a fighter.

Tohshinden, which loosely translates to Tales of the Gods of Combat, also the first in Takara's Hyper Solid series of polygon games, is basically a combination of the three benchmark fighters - Virtua Fighter, Samurai Shodown and Street Fighter II. From VF we get the 3-D effect, from SFII we get the fireballs and dragon punches, and from Samurai we get the weapons. In my opinion, the perfect combination.

For me, all that was missing in fighting games up to the present was TRUE 3-D movement. Sure, Virtua Fighter was loosely 3-D, but you MOVED in 2-D... the camera just shifted angles. Tohshinden, however, is utterly three-dimensional. This movement is accomplished with the L1 and L2 buttons of the PlayStation controller



- L1 rolls your character left and L2 rolls you right. In addition to having this much freedom of movement, the camera often shifts at 30- and 40-degree angles during which regular 2-D control is maintained. This is what many Tohshinden players feel is its only flaw - blocking, which is accomplished by pushing back, rather than relying on a fearsomely lame block button, becomes difficult with such rapid angle changes. But, as in any fighter, this becomes intuitive with time. While we're on the subject of camera angles, you should know that four different user-selectable camera angles are available on the fly - that's right, you can change between normal, overhead, sky, and long views at any time during a match! Further, Tohshinden has not inherited the curse of 3-D fighters... useless jumps. Jumping is as 100% necessary in Tohshinden as it is in Street Fighter, Samurai or any other 2-D fighting game.

Now for the best part of Tohshinden... the visuals. You simply have never seen anything like Tohshinden's characters. Not even Virtua Fighter 2 can compare - these characters can get their faces RIGHT IN THE CAMERA without displaying as much as a single pixel. This would be a given if they were flat-shaded ala VF, but they're entirely texture-mapped, Gouraud-shaded, and light-sourced! One character, Ellis, actually sports polygons INSIDE polygons... she wears transparent silken clothes. Even VF2 can't match that, with its lack of Gouraud or light-source shading.

Not only are the characters rendered in a godlike manner, but they move at a 30-frame-per-second hyperactive joy-speed. There's virtually no slowdown present in Tohshinden, with 90,000 shaded polygons displayed every second... and we haven't even gotten to the backgrounds yet! Each background is also fully shaded and textured, and Kayin's stage features a Killer Instinct-like screen in the background, except THIS one displays what's actually going on in real-time. Pretty damn amazing. The true test of the PlayStation's power, however, lies in the boss Gaia's stage (Who, by the way, has to be the best boss a fighting game has ever had). Here you'll find transparent, color cycling floors inside an immense, rotating, textured, light-sourced, rotating donut-type wheel that's comprised of thousands of polygons, all interacting at 30fps with two 800+ polygon characters in real-time... true bliss!

The music would have to be Tohshinden's weakest point, but don't let that worry you - these tunes more than blow away the average CD game soundtrack. Some of the tunes, like Mondo, Gaia, and Sho's themes, are downright joyous while others like Kayin's strange big band track just don't fit. The sound effects are excellent, and there's TONS of voice, not only for special moves but many an after-match comment like Kayin's "Have sweet dreams!" or Gaia's "Next!"

There you have it... arguably the best fighter ever made, with eight regular characters, each with at least four special moves and two hyper moves, up to three hidden boss characters like Eiji's sword-lickin' brother Sho, and the best gameplay to come around since Samurai. All the hidden characters are playable, by the way... check out our Gaia code on the last page of this layout! If you have the money, buy an import PlayStation NOW... you MUST own this game. If not, no worries... the PS is slated for US release in September. There's just one scary fact about Tohshinden - the game displays 90,000 textured, light-sourced and Gouraud-shaded polygons per second... and the system is capable of 360,000. Tohshinden, the most mind-boggling 3-D game I've ever seen, uses a little over 1/4 of the system's power. Eek! Many congratulations to first-time developers Tamsoft, and please hurry up with Tohshinden II! -Nick Rox

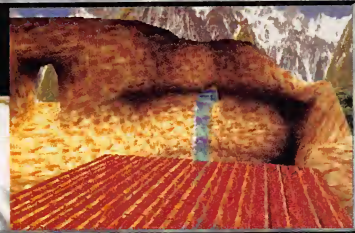


WIN



EIJI SHINJO

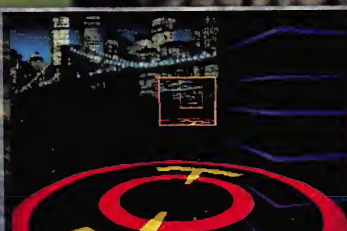
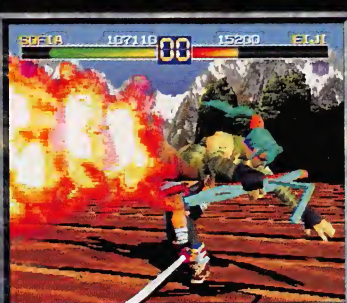
HEIGHT: 175cm
WEIGHT: 63kg
AGE: 21
BLOOD TYPE: A
NATIONALITY: JAPANESE
WEAPON: WHITE TIGER FANG



SUPER MOVE!
HYAKKIMOSHUKEN
WHILE ENERGY BAR IS RED
→ ↓ ↙ ↘ ↓ ↘ + ▲
(or R1 + R2)



HYPER MOVE!
AT ANY TIME
↑ ↓ ↙ ↘ ↙ ↘ ↙ ↘ + ▲ ●



KAYIN AMOH

HEIGHT: 178cm
WEIGHT: 64kg
AGE: 22
BLOOD TYPE: AB
NATIONALITY: BRITISH
WEAPON: CARRIVARN



SUPER MOVE!
HELL'S INFERNO
WHILE ENERGY BAR IS RED
→ ↓ ↙ ↘ ↓ ↘ + ▲
(or R1 + R2)



HYPER MOVE!
AT ANY TIME
→ ↓ ↙ ↘ ↙ ↘ ↙ ↘ + ● ✕





MONDO

HEIGHT: 179cm
WEIGHT: 66kg
AGE: 42
BLOOD TYPE: AB
NATIONALITY: JAPANESE
WEAPON: HOLY DRAGON SPEAR



SUPER MOVE!
CHORIKI: DAIBUTSUMETSU
WHILE ENERGY BAR IS RED
↓ → ↓ → ← + ▲
(or R1 + R2)

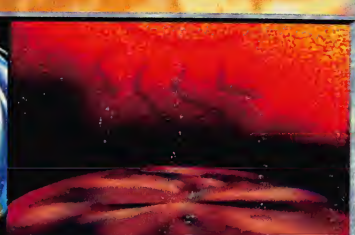
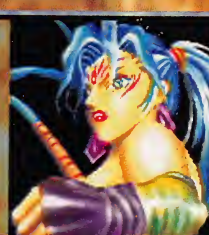


HYPER MOVE!
AT ANY TIME
→ ↑ ↗ ← → ↓ + ▲ ●



SOFIA

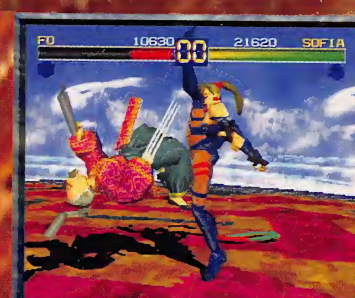
HEIGHT: 172.5cm
WEIGHT: 50kg
AGE: 24
BLOOD TYPE: A
NATIONALITY: RUSSIAN
WEAPON: KRAASNI BOORYA



SUPER MOVE!
CALL ME QUEEN
WHILE ENERGY BAR IS RED
→ ← ← + SLASH
(or R1 + R2)



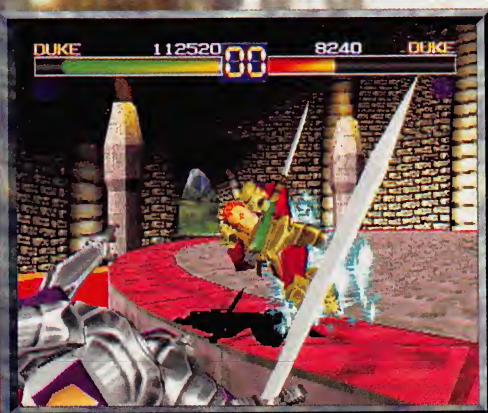
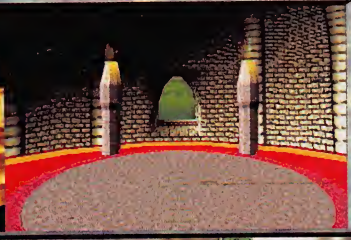
HYPER MOVE!
AT ANY TIME
↓ ↓ ↓ ↓ → ↓ + ▲ ●



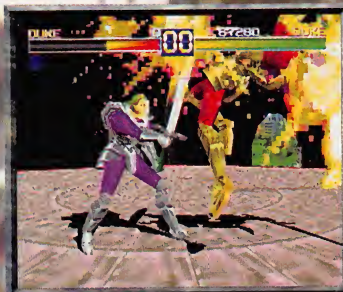


DUKE B. LAMBERT

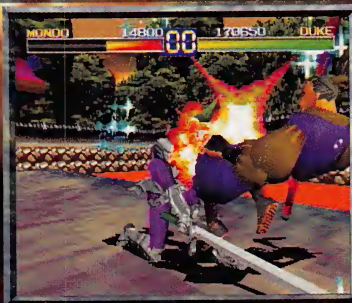
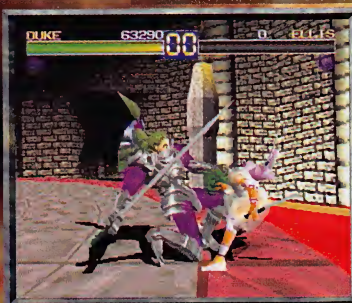
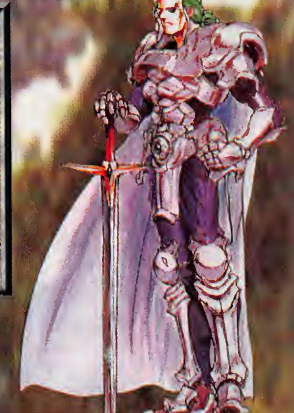
HEIGHT: 190cm
WEIGHT: 75kg
AGE: 29
BLOOD TYPE: A
NATIONALITY: FRENCH
WEAPON: DELNIER VANCOOL



**SUPER MOVE!
THE END**
WHILE ENERGY BAR IS RED
↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + (or R1 + R2)

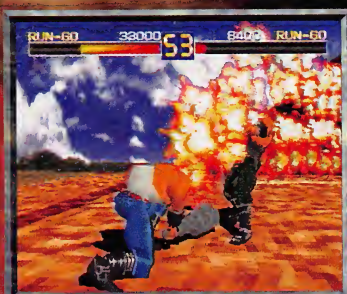


HYPER MOVE!
AT ANY TIME
↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ +



RUN-GO IRON

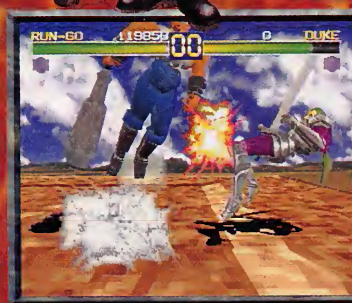
HEIGHT: 196cm
WEIGHT: 92.6kg
AGE: 30
BLOOD TYPE: A
NATIONALITY: AMERICAN
WEAPON: NO NAME

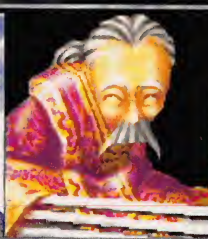
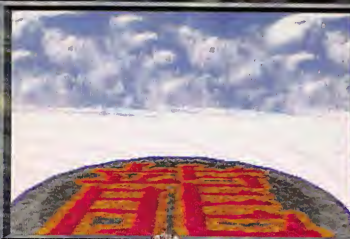


**SUPER MOVE!
DAICHI HYAKUSAI**
WHILE ENERGY BAR IS RED
← ↓ ↓ ↓ ↓ ↓ ↓ ↓ + (or R1 + R2)



HYPER MOVE!
AT ANY TIME
↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ +





FO FAI

HEIGHT: 154cm
WEIGHT: 48kg
AGE: 106
BLOOD TYPE: AB
NATIONALITY: CHINESE
WEAPON: KONSOVGAKKA



SUPER MOVE!
DODODONPAPPA
WHILE ENERGY BAR IS RED
→←↓↘↗→← + ▲
(or R1 + R2)

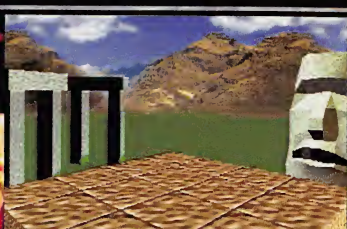


HYPER MOVE!
AT ANY TIME
X■▲●←→↔ + ▲●



ELLIS

HEIGHT: 155cm
WEIGHT: 46kg
AGE: 16
BLOOD TYPE: O
NATIONALITY: TURKISH
WEAPON: DIRKS



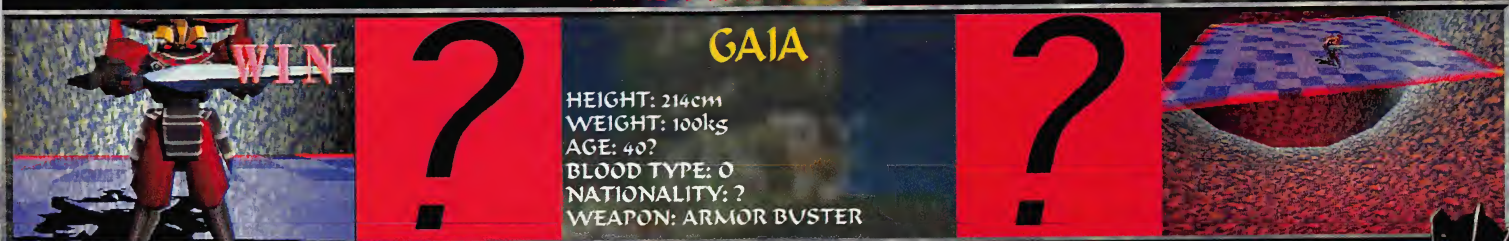
SUPER MOVE!
FRENCH KISS
WHILE ENERGY BAR IS RED
→←↘← + SLASH
(or R1 + R2)



HYPER MOVE!
AT ANY TIME
↘↓↘↓↘↗↓ + ▲●



THE FINAL BOSS



HEIGHT: 214cm
WEIGHT: 100kg
AGE: 40?
BLOOD TYPE: O
NATIONALITY: ?
WEAPON: ARMOR BUSTER

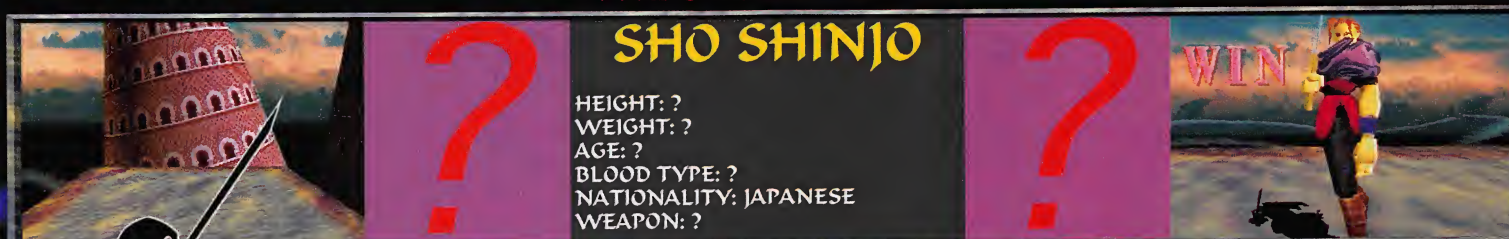


PLAY AS GAIA!

AT THE TITLE SCREEN, WHEN THE OPTIONS ARE COMING IN FROM LEFT TO RIGHT, DO ↓↘→■ ON THE IP PAD. YOU WILL HEAR "FIGHT." NOW BEGIN YOUR GAME, HIGHLIGHT EIJI AND PRESS ↑+X.



THE SECRET BOSS

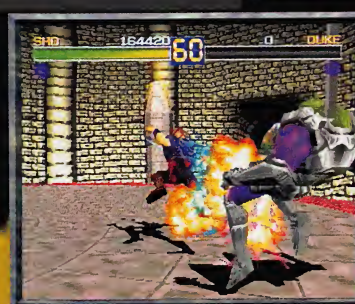


HEIGHT: ?
WEIGHT: ?
AGE: ?
BLOOD TYPE: ?
NATIONALITY: JAPANESE
WEAPON: ?



PLAY AS SHO?

THE CODE TO PLAY AS SHO IS SIMILAR TO THE GAIA CODE BUT UNFORTUNATELY CAN'T BE RELEASED UNTIL OUR NEXT ISSUE. SO STAY TUNED!



MOTOR TOOL GRANDPRIX

PLAY-
STATION
REVIEW

I am not a fan of driving games, let alone cutesy, candy-coated, bug-eyed Japanese Stunt Trax driving games, a genre of which Motor Toon Grand Prix could be the poster boy. Yet for some reason not wholly known to me this game has become my favorite driver ever. It certainly wasn't the concept that did it for me, but rather the awesome ergonomics of the control (especially with Namco's analog Ne-G-Con pad) and the sheer beauty and frightening majestic quality of the 3-D polygonal worlds in which Motor Toon unfolds.

MTGP has a total of three "real" tracks - Toon Island, Plastic Lake

TOON ISLAND: FOR BEGINNERS, BUT BEWARE, THE AVERAGE SPEED IS HIGH



and Gulliver's House, there are also ten mini-tracks, used for the impressive split-screen 2-player Duel mode or in the Time Attack mode. These are easily the lamest feature of Motor Toon - why create ten dinky tracks when you could have done a fourth brain-atrophying regular track? It's extremely hard to describe the absolute hyper-joy which the regular tracks exude, most especially Gulliver's House. In what other driving game can you cruise through a massive house, (don't scream 'Club Drive!' just yet) evading massive chess pieces and pool balls, driving around huge transparent aquariums, drop into a massive sink, race around gigantic fruit displays and cakes, zip around a roulette wheel and even drive by an oversized PlayStation system? Yes, Motor Toon is true power.

Beyond the basic acceleration and brake controls, you have a "slide" button, which helps you maneuver sharp turns and the obscene corners found in many of the mini-tracks like Jean Garden or Strange Place. Also available on-the-fly are five different views ranging from in-car to a reverse view looking at the front of your auto. Another original feature of MTGP are crystals strategically placed throughout each level, which randomly transform your car into humanoid form, boosting your overall speed. While on the subject of vehicles, five different racers are available, all with different strengths and weaknesses, but each car has

PLASTIC LAKE: DASH THROUGH A BEAUTIFUL (AND BUMPY) WORLD OF PLASTIC

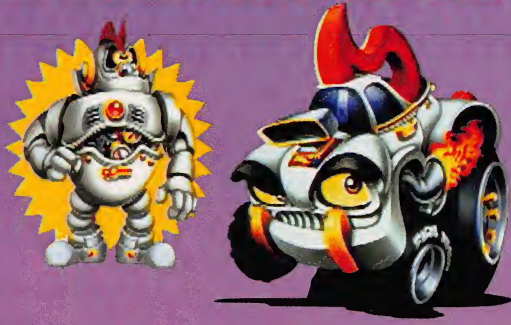


an actual... personality. It's very hard to explain, as these polygon cars must be seen, but the way each racer contorts, warps and stretches as you round turns, catch major air or even just sit there is totally unique to each one. Of course, character designs by the masterful Susumu Matsushita, founder of Light & Shadows, Inc. don't hurt either.

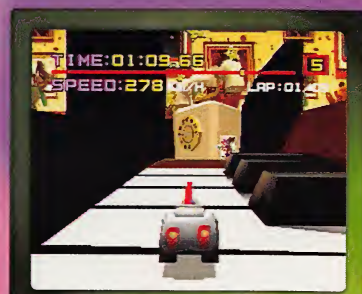
Motor Toon's music is excellent, fitting the game quite well. Most of it is hyper-cute, with the exception of the Gulliver House track - fantastic booming symphonic stuff. Strangely absent, I felt, were speech samples of the same sort as Ridge Racer... but then again, the most annoying trail of Ridge Racer was the announcer, so this may please fans of that game.

To sum up, Motor Toon Grand Prix is the best home racing game ever made. The best home racing simulator award still rests with the PlayStation version of Ridge Racer, but for pure joy of control and visual impact, MTGP is so-far unbeatable, and with a Namco Ne-G-Con (twist it right to turn right, left to turn left, etc.), you may never again turn your PlayStation off. I had but one major complaint about the game: Driving off the tracks and discovering little extras like a

GULLIVER HOUSE: ENJOY THIS RACE IN THE LAND OF THE GIANTS



BOLBOX



REPLAY MODE!

flock of sheep that baa when you drive through their numbers, little side-roads that take you up to hills filled with gravestones (!) and being able to drive all the way around the roulette wheel were almost more fun than racing the tracks normally. Consequently, I think the races should have been more vast and non-linear, rather than driving in a set path. Hopefully we'll see this in the sequel, but until then... buy a PlayStation and MTGP! -Nick Rox



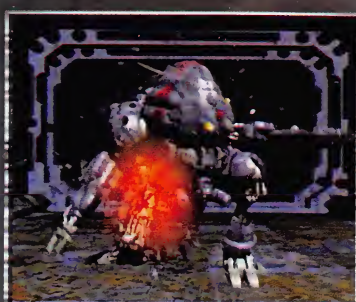
2 PLAYER DUEL/MATCH RACE!



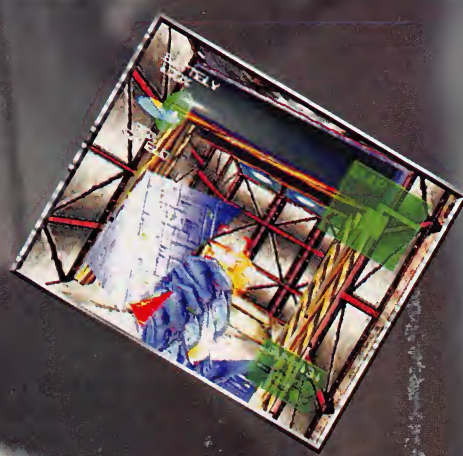
PENGUIN BROTHERS PRINCESS JEAN



DUEL/MATCH RACE!



PLAY-
STATION
PREVIEW

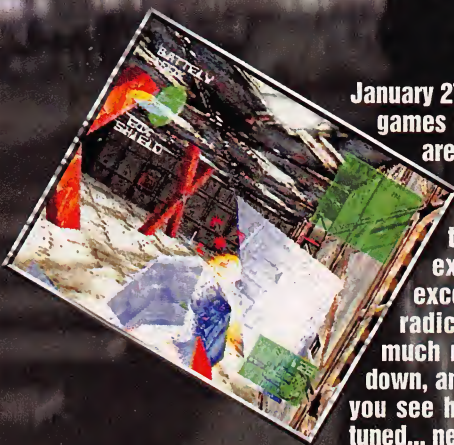


GAMEFAN EXCLUSIVE PREVIEW!

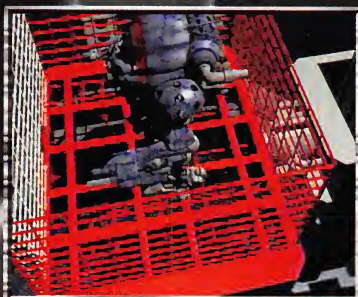
KILEAK

The Blood

PLAYSTATION • SONY MUSIC ENT.
3-D ACTION/RPG
AVAILABLE NOW JAPAN



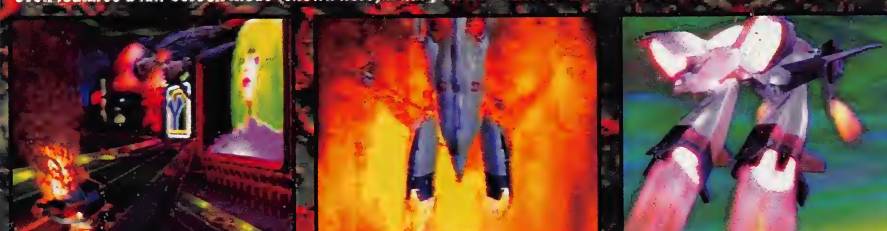
January 27th is to be a day of jubilation for PlayStation owners - five fantastic games in one day! Among the games that'll be released on this joy day are Raiden Project, CyberSled, Space Griffon VF-9 and the game you see here - Kileak, the Blood. Kileak is Sony Music Entertainment's first PlayStation effort, and what a way to start off right! The design team of computer graphic experts behind the game, Genki, were responsible for the excellent 3D CG point-and-clicker Burning Soldier. This game is radically different, however: it's a Doom-style 3-D shooter with much more freedom of movement... you can look and shoot up and down, and there are role-playing elements throughout the game. The shots you see here represent only the intro and first level of the game, so stay tuned... next month we'll have a full review of this sure-to-be-hit! -Nick Rox





Seibu Kaihatsu's Raiden Project, which contains both Raiden I and II, is a 100% perfect port of the coin-ops. It even features a full-screen mode (shown here)... but your TV has to be on its side! Look for a review next month!

This Ultraman-ish rubber suit fighter is Alyume's Legend of Goku.



Sony Computer Entertainment's Philosoma is coming along amazingly, as you can see here. Philosoma features 3-D, side, and top-view shooting stages; camera movement is accomplished via superbly detailed, ultra high-res CG cinemas. Philosoma should be available by March, so look for a full review very soon!

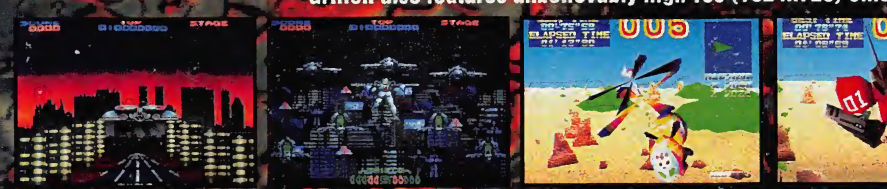


Sony Computer Entertainment's Arc the Lad is looking ever-more joyous. This Shining Force-style Strategy/RPG is due out this Spring!

SCE's Sengoku Cyber: Fujimaru Jigoku Hen is a special-effects-laden Strategy/RPG.



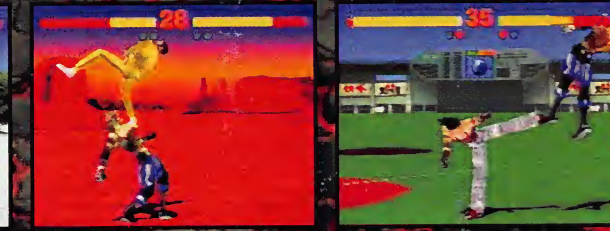
Panther Software's Space Griffon VF-9 (Formerly known as Hamlet) is an ultra-smooth 3-D Action/RPG in which you control a transformable 'mech. Space Griffon also features unbelievably high-res (1024x728) cinemas. Look for a review next issue!



Ving/Taito's Night Striker promises to be (finally) a perfect version of the arcade game.

Neorex's Cosmic Race is a racing game in which you have your choice of several outlandish vehicles.

At last, a home version of one of the coolest arcade shooters ever, Irem's little-seen War at the Bottom of the Sea!

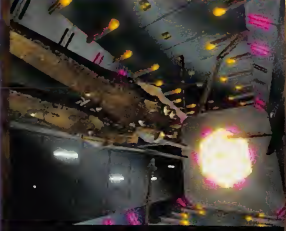
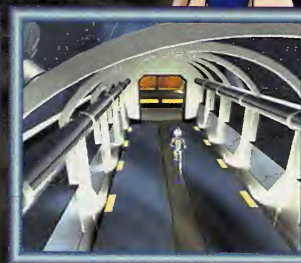
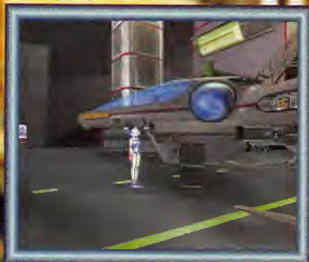


Namco's visually incredible Virtua Fighter-style arcade game Tekken/Rave War is coming to a PlayStation near you in March, and it promises to be a 100% exact arcade port! Joy!



TEAM INNOCENT

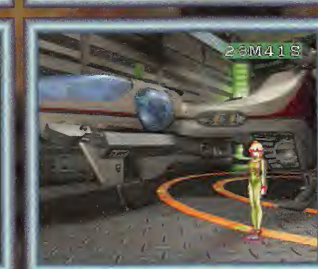
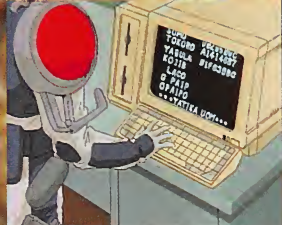
PC/FX • HUDSON SOFT • ACTION/RPG
AVAILABLE NOW JAPAN



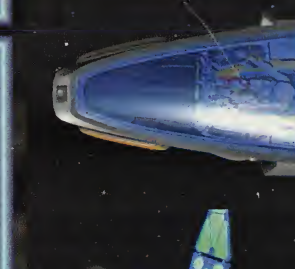
MISSION 1: ARTIFICIAL PLANET

Me and the PC Engine go way back... I can remember back to a time when Y's, Atomic Robo Kid, Power Drift, Batman, and Super Star Soldier were all I played, that is, when I wasn't playing my Supergrafx. So you can imagine how elated I am that NEC has released a powerful 32-Bit CD-ROM game system. At the same time, imagine how depressed I am that there are but a measly five titles (that I want to play) scheduled for the entire year of '95. That is, besides this CD of joy, Team Innocent.





The story here is a deep one... The saga unravels as Professor Chronos Enhancer creates three perfect children using bio technology. He is soon found out (dabbling in bio technology is illegal) and arrested by the GCOP. The three little girls are adopted by the GCOP and trained as a special task force team... Team Innocent. You come in when the girls (now obviously grown up) are on a routine mission which coincidentally leads them back to where they were created. Up to this point the girls believed their father to be dead, but as the story unravels they discover



MISSION 2: TO VALHALLA

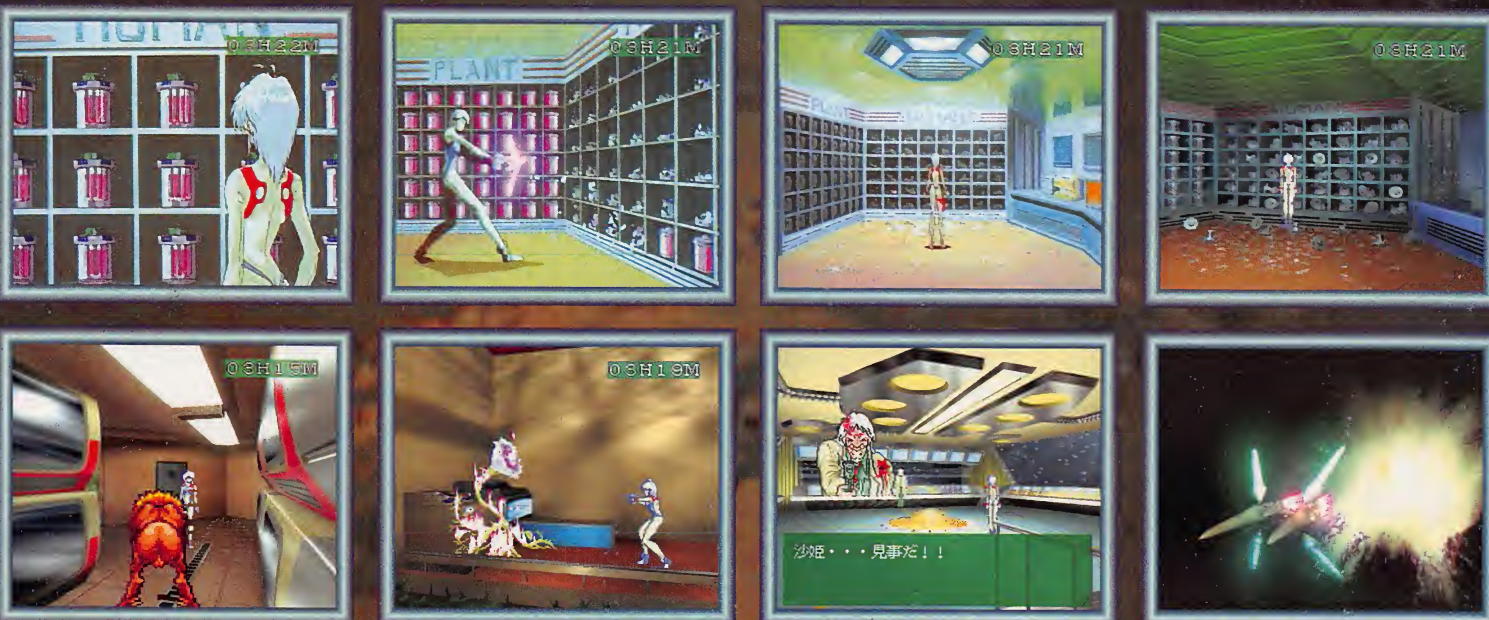
that he is indeed alive. This leads us (after 20 or so hours of beautiful action role playing) to the imminent confrontation between the lead character in the game, Saki, and her father/creator. Crushed that she cannot reproduce, love, or lead a normal life, she is overcome by her anger and ... you can guess the rest.



What really stands out in Team Innocent are the amazing CG and animated intermissions and sub-stories, the breathtaking locales that you play within, as you access computers and solve problems, and the fact that (although she's a tad pixely at times) you are guiding a gorgeous, scantily clothed young woman through the most dramatic days of her (and her bio-sisters) tragic life.



Games like this will never be made, or come out, here in the land of the big license, and that makes them all the more appealing to me. I don't understand a word of Japanese but somehow I knew exactly what I was doing (the adventure is very visual) and thoroughly enjoyed this entire game. Now I hear that a sequel is in the works. I will be waiting... patiently. E. Storm





COMING NEXT MONTH TO THE PC-FX AND THE PAGES OF GAMEFAN!







JAGUAR • TWI
RACING • 16-MEG
AVAILABLE APRIL

Power Drive Rally

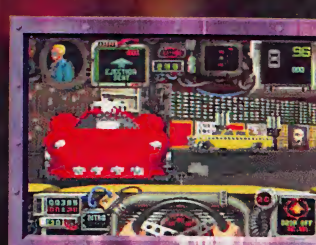
World rally racing comes to the Jaguar



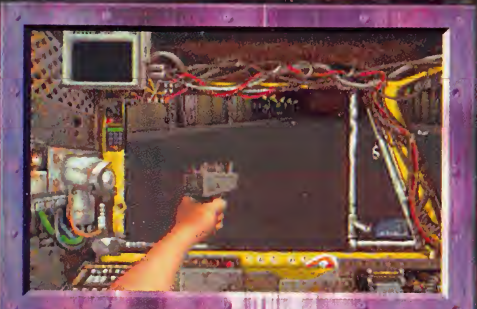
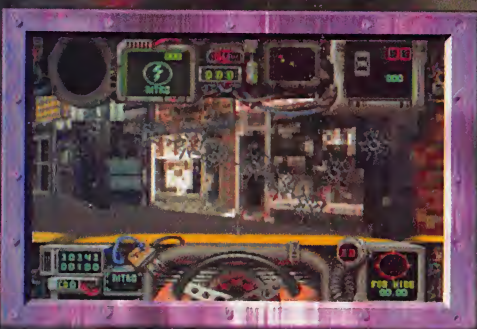
Upon returning from the Winter CES in Las Vegas there were four Jag games that I just had to play first hand: Battlemorph, Conan (working title), Burnout, and Power Drive Rally. Battlemorph, no way, we're looking at March, Conan, nada, it was running on a development system, and Burnout, well, it's still quite early. Can you guess which one I've got? PDR still needs some control and voice sample tweaking, but judging from what I've sampled this is going to be one helluva great driver. The detail is perfect, right down to leaving tracks in the snow and mud, and when completed the game will feature six different cars, over 50 different tracks, and realistic crashes. Oh, I almost forgot to mention, the cars have working head lights, tail lights, and brake lights! This is gonna' be a good one! Stay tuned for more coverage in future issues and be sure to check out the CES report for more of what Atari has in store for '95.

Quarantine

Gametek
3DO
Driving/Killing
Available April



Quarantine is a ground breaking first person driving and shooting game set in a grim future. You are Drake Edgewater, a 21st century cab driver desperate to escape from the quarantined city of Kemo. You are driving a modified '52 Checker "hover-cab" armed with headlight mounted machine guns. We hope you remember your defensive driving skills because to quit Kemo you'll have to brave rockets, bullets, mines and annoying pedestrians. Pickup and deliver fares to earn money for more and better weapons... Make sure you've got a good set of wiper blades (it's so hard to see where you're going with blood on your windshield!) A lightning fast new 3D engine and spectacular dark and moody graphics bring this this cool futuristic city to life (and death). It's ROADWARRIOR meets BLADERUNNER (with a taste of ESCAPE FROM NEW YORK)...It's QUARANTINE!



NEVER, EVER STIFF A KEMO CABBIE!





KILL A FRIEND!

RETURN FIRE

**3DO • SILENT SOFT.
ACTION/STRATEGY
AVAILABLE NOW**

**3DO
REVIEW**



It never ceases to amaze me, how many great games seem to come out of nowhere. Unlike the Zelda's, Sonic's, and Mortal Kombat's out there, (all of which boast, big time development and marketing budgets) these games often originate from small, obscure software groups. Developed by a company that (ironically) goes by the name Silent Software Inc., Return Fire for the 3DO has the polish and quality of a game made by the big boys. Yeah right, what's so great about Return Fire?, you ask. Well hang on, Sarge, we'll get to that part later.....first, let me define the game to you. As I would soon find out, explaining the genre of this game would prove to be difficult, as it wasn't that easy to put your finger on what type of game it was. At first, RF (with its military theme, individual missions and the viewpoint of the overall playfield) seemed to resemble the Desert/Urban/Jungle Strike series, but upon closer investigation, I found Return Fire contained much more depth than any of EA's search and destroy games. The main objective is very simple; you must set forth from your base onto enemy territory, find a green flag hidden somewhere within your opponents (well protected) military compound and return the flag to your base, without getting yourself killed in the process. Easy in theory, difficult in execution. Your armament consists of: one 4-wheel drive, ATV/missile launcher, one high speed attack chopper, one armored tank and one jeep. The ATV is the slowest but can do the most destruction and has the strongest armor. The helicopter can (obviously) cover ground faster and more effectively than the others. The tank has a nice balance of speed, maneuverability, and armor. The jeep is the weakest against enemy fire, but is the only vehicle that can capture the flag.

Playing Return Fire is a trip in itself. The music is a compilation of several popular classical tunes, all presented in Dolby Surround Sound. When you use the chopper, you will hear Flight of the Valkaries-ala Apocalypse Now. When you're running away from enemy fire, you hear Flight of the Bumblebees. When you are successful with your mission, you will be greeted with a full-motion ticker tape parade, with Hallelua! Hallelua! blaring in the background.....very cool! The first time I heard the music, I nearly hit the floor laughing. The graphics are (again) reminiscent of EA'sStrike games, except with better detail and a cool auto-scale zooming effect. The overall presentation of Return Fire will draw you in, but its the unique diversity, mind taxing strategy required and the devilishly warped sense of humor that will have you begging for more and is the core of RF's outlandish personality. And if you think Return Fire is massive fun in the one player mode, try playing with a friend as he tries to create a new orifice in your butt with his chopper guns blaring away as you scurry away, flag in hand. It just doesn't get any better than that. -K.LEE



IT'S LIKE A VIRTUAL WAR!



VICTORY IS MINE!

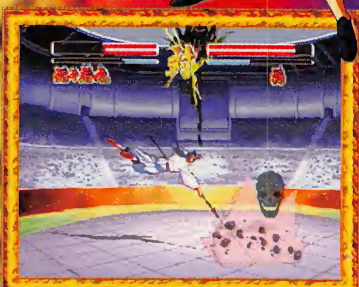
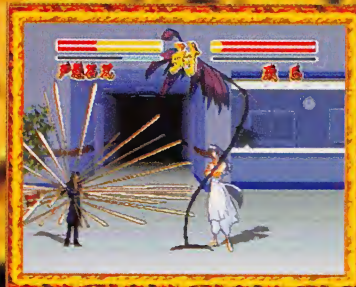
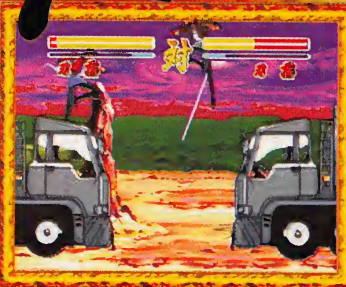


YU YU HAKUSHO



The 3DO: A system cursed with heinous fighting games. Sure, you have your SSF2T, but you also have your Shadow, Way of the Warrior and Samurai Shodown. The game to alleviate this condition somewhat: Tomy's Yu Yu Hakusho. Based on the #1 Japanese manga and anime, which unfortunately was just put on "extended hiatus" (For the hopelessly illiterate, "Artist got sick of drawing the same thing over and over") to the dismay of thousands, Yu Yu Hakusho is an excellent example of what a 32-Bit fighter should be: Good zooming, smooth animation, great control (With a Goldstar pad!) coupled with warping, line-scrolling, transparent BG's.

You have your choice of 15 characters in Yu Yu Hakusho, each with a large array of special and hyper moves that actually come out quite easily on a 300 Pain-Pad, as there are no diagonals involved (Most moves are quite simple, like 'Back, Down, Forward' or 'Forward, Back, Down'). While on the subject of characters, each of the combatant's animation was drawn by the animation studio



that is (er, was) responsible for the TV animation, Pierrot, resulting in perfect likenesses of the characters... always necessary for an anime license. Yu Yu Hakusho also utilizes the now-familiar Art of Fighting Power Gauge, which limits your special attacks and forces you to charge back up your power, leaving you open to attack.

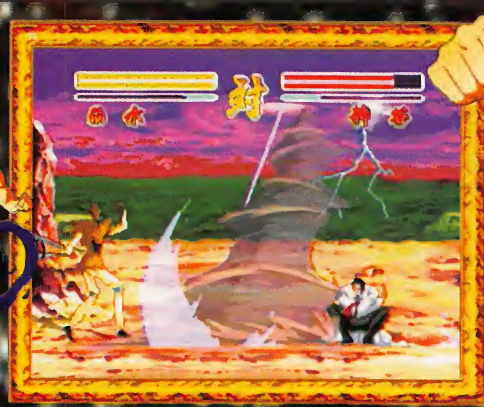
Yu Yu gives you a fairly hefty amount of battle options ranging from a practice mode in which you can beat up on a helpless computer opponent to a five-player Team Battle mode. Other extras include an Art Gallery mode, where you can view various Yu Yu Hakusho artworks from Studio Pierrot, and a Juke Box mode. The most impressive mode of play in this CD, however, has to be its amazing Scenario Mode. Between each match you're treated to an incredible, full-screen FMV cinema direct from the TV show, culminating with the final battle with the psychotic Sensui Shinobu in the Demon World.

The graphics are the best part of this game. Although the characters are on the small side,

they are extremely well-animated and many of their hyper moves fill the entire screen, as you can see here. The backgrounds are remarkable, as well - there's a massive amount of Way of the Warrior-style line-scrolling and lots of keen parallax, scaling, and transparency effects, but only six locations! It's better than having fifteen shoddy backgrounds though... I guess.

YYH's music is above average, and although not from the TV show, fits the action superbly. There are a couple of painful tracks, but most (and especially the Ankoku Bujutsukai theme) are quite good indeed. You'll also find a fair amount of voice, all contributed by the actual voice actors from the TV show.

Yu Yu Hakusho is an excellent, well-rounded fighting game, and an admirable first effort from 32-Bit newcomer Tomy, that will most probably never come out in the US. If you're starved for a new 3DO brawler or are a fan of the series, don't pass up this fine import - Nick Rox



3DO
REVIEW

3DO • TOMY
FIGHTING
AVAILABLE NOW
JAPAN





MONTANA JONES

3DO
FUTURE PIRATES
DIGITALCOMIC/ACT.
AVAIL. NOW JAPAN



SIDE SCROLLING BLISS...NOT!-

WOW, NIFTY POINT AND CLICK FUN!



Even Japan has their share of toilet games, but this is the first real dumpster for the 3DO. The previews in the Import 3DO mags made Montana Jones look great, but the minute we disgraced our CD tray with it and saw the ultra tile laden FMV, choppy animation, and super lame point and click interface, we knew a shiny new frisbee was born. Sure MJ has some side scroll between its horrible digital comic sequences, but they look and feel like games for the ultra tank-CDI. You know, it's the flat back-ground with the floating sprite on it that jumps a second after you press the button. About all I can say about this game is that if it comes out here (and I pray it doesn't) avoid it like the plague. Mr. Coo



GAMEFAN SPORTS



TALKO TALK

Another Winter CES has come and gone and the image that I am left with is of an industry in transition. 16-bit is definitely slowing down, and the next generation stuff won't be seen for another nine months. On the sport software side of things, it was pretty quiet. EA was not on the floor of the show, although they had Coach 'K' College Basketball on display at their party on the eve of the show. Sega Sports was present with two new games; NBA Action '95 and World Series Baseball '95-both previewed in this edition of GameFan Sports. Other than those titles, there was nothing that I would classify as "blow you away" kind of stuff. There were no new 32X sports titles, La Russa and NHL were strictly AWOL on 3DO and Crystal Dynamics was showing their new sports titles to buyers only at BMG's booth. The good news is that, even though the quantity of product being delivered to the consumers is slowing down, the quality is on the rise. And, in judging the early software for both the Play Station and Saturn in Japan, we can expect that the attention to detail and quality that has come to characterize latter day 16-bit sports software will carry over into the new generation...In other news...the Super Bowl will be history by the time you read this, and I can only hope and pray that my 'Niners' will be in possession of the Lombardi Trophy. In spite of a year that featured strikes in both professional baseball and hockey, the strength of the football season made it a banner year for me. The NFC featured two dynasty teams battling it out as they seem to do every year, and the AFC offered parity and excitement that kept most teams in the running until the final week of the season. The best news is that, even if there is no '95 baseball season, or if hockey never comes back, I can play football all year around and enjoy the highest quality interactive baseball and hockey games from the comfort of my own living room. I hope you enjoy this edition of GameFan Sports; turn the pages and revel in the last great year of 16-bit!

COACH 'K' COLLEGE HOOPS

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOW

Wow! Coach 'K' College Basketball takes the Genesis version of NBA Live '95 and tweaks it just enough to make it a better, more complete simulation than the original. The first thing that strikes you about the game is the fact that the designers have adjusted the speed in the game to a point that makes more sense. Coach 'K' becomes much more of a defensive game this way, and a much better simulation in the process. All of the features that made NBA Live '95 such a great game are here in Coach 'K'; the game's isometric viewpoint, large well-animated characters

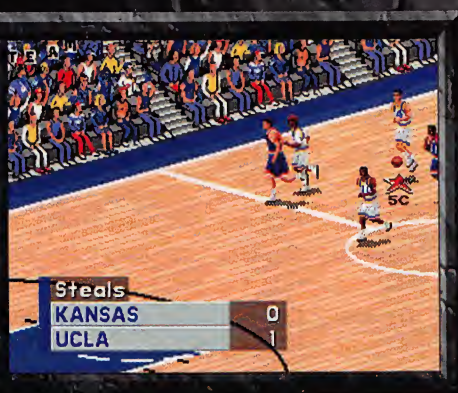
that do not crowd the paint, graphic candy such as statistics that pop-up on the fly during play, adjustable referee levels, 'turbo' feature, and user-adjustable play features that control everything from the length of the game to fatigue factors.

What's different is the nature of the college game itself. Season play is accomplished through 8, 12, 16, 24 or 32 game tournaments that lead to the championship bracket. You can choose to play every game, or simulate things when you're pressed for time. You can play anything from 2 to 20 minute half(s), save player statistics in thirteen different offensive and defensive categories, and team statistics in 17 different categories. There are 32 different college teams to choose from; including Duke (no brainer there), Arkansas, UCLA and Alabama.

The 'bottom line' in Coach 'K' College Basketball is that the game is pure fun to play. Bringing defense into the game has really heightened the level of realism, and slowing the game down has allowed for more realistic scoring, more blocked shots and steal, and, overall, a more balanced game. Add to all of this a very cool free throw screen and you have a feast for college hoops fans.

As to whether or not owners of NBA Live '95 need to purchase this game; well, I definitely prefer Coach 'K' over its





pro cousin. If you already own NBA, you've got a solid game of basketball and need not go for Coach 'K', unless you're a big college hoop fan. If you haven't purchased either, go for 'K'...you won't be disappointed. - Talko

The 'bottom line' in Coach 'K' College Basketball is that the game is pure fun to play.

93%



TECMO SUPERBOWL 2

It (TSB2) is a great game, a limited edition, and an experience that no true grid-iron freak should be without.

89%

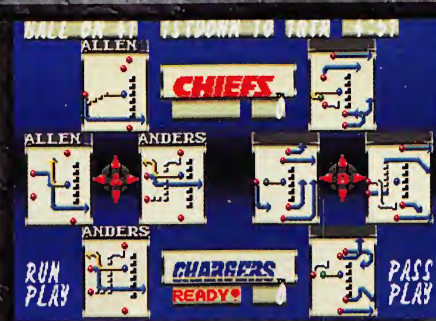
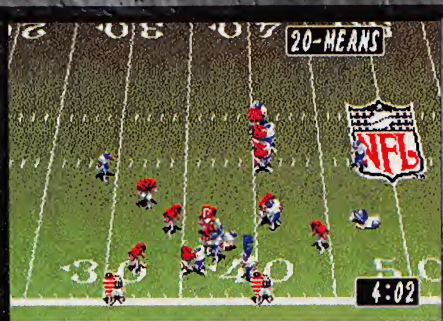
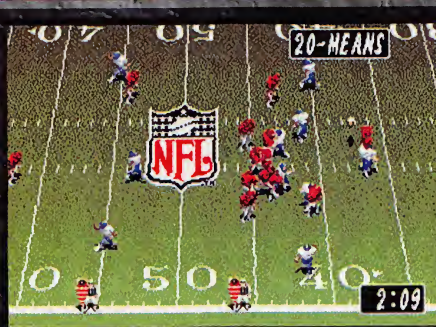


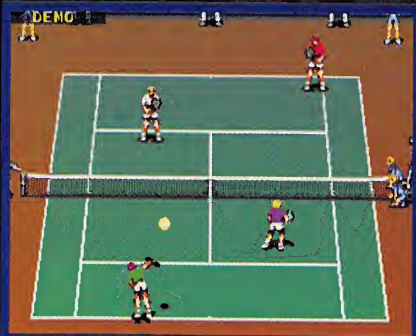
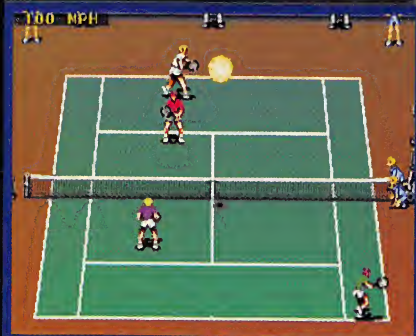
The Genesis version of Tecmo Super Bowl 2 is equal to its SNES counterpart in every way. The graphics and sound show tremendous improvement over previous Tecmo product and, as always, Tecmo has provided the player with a well presented, detailed NFL simulation that has been written specifically for the toughest football critic and fan.

Since the advent of 16-bit gaming and the rise of Madden and Montana, Tecmo's arcade aspects have always seemed a little on the light side. Although I would like to say that this has changed with the new title, I can't. But, Tecmo fans don't really buy the game purely for the arcade elements. What has always separated Tecmo football games from the rest was the depth of the simulation, and Tecmo delivers the goods. You can compete in a multi-season format, against computer controlled offenses and defenses that will do anything but roll over for your offensive and defensive attack, keep detailed statistics over multiple seasons with League Leaders, and even post your name in the "Hall of Fame" if you should better the record of an all-time great.

I am not going to tell you to sell-off your new NFL '95 (I've been playing it for five months-still the best!) or Madden '95, but football fans should take a serious look at Tecmo Super Bowl 2. It is a great game, a limited edition, and an experience that no true gridiron freak should be without. Besides, in this league, Kansas City still has a chance to win it all! Talko

**GENESIS
TECMO SPORTS
2 PLAYER
16 MEG
NOW**





Genesis Review

ATP is a tennis fan's dream come true with every aspect and detail of the sport brought to life.

93%



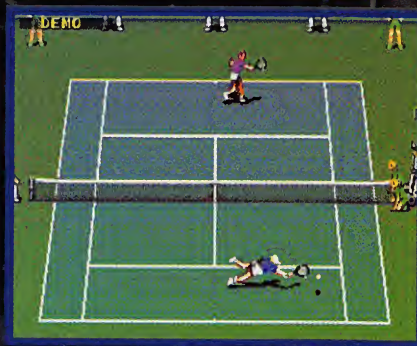
ATP TENNIS

ATP Tennis is a tremendous sports title and one that every Genesis sports nut must own. As previewed in last month's GameFan Sports, ATP is a tennis fan's dream come true with every aspect and detail of the sport brought to life.

With any tennis game, it is tough to stray too far from the 'Pong' feel that is inherent in the play mechanics of the game. But, with ATP, that feeling melts away as you find yourself in a grueling serve-and-volley game with Borg, where every shot in your arsenal is required to be successful, and every angle and strategy has to be executed with precision. Your computer alter-ego can lob the ball, drill a passing shot, move in and out and side to side, cut the ball and drive 100 mph serves up the gut of your opponent! Of course, your opponent has a few tricks up his sleeve as well and making your way through tournament play (saved to battery), let alone beating your first opponent, is very tough indeed.

When comparing ATP to existing tennis product on the Genesis, there are only two products that challenge the quality of ATP: Wimbledon Tennis from Sega Sports and IMG International Tennis from EA Sports; both being very strong titles in their own right. ATP is better than both of these fine products, and, in terms of replay value, blows them away with entertaining gameplay and a quality simulation that lies just below the surface. I recommend this game to both casual fans and dedicated tennis buffs. There is something in ATP Tennis for both and enough fun to last the entire year. - Talko

**GENESIS
SEGA SPORTS
1-4 PLAYER
16 MEG
NOW**



You're in the trap!

"Hi, I'm Fred Couples, welcome to Golf Magazines 36 Great Holes." Once you hear Fred proclaim this on your 32X, you're in for some quality golf. This photo real, ultra colorful, 32X game of sticks has just about every feature you could hope for, including the best character generator I have ever seen. Choose from many a player, tailor them to your exact specs, and then hit the best 36 that golf has to offer. Enter the tournament and play against up to eight players! The game is packed with realistic samples, and you can view and then save your most phenom replays! So, if you hit that hole in one and your friends don't believe it, shaka!, you've got it all in memory. Bottom line, if you're into golf games, get into Golf Magazines 36 Great Holes! -Mr. Goo



Ah, you're in the beach!



Great birdie!

**GOLF MAGAZINE
PRESENTS 36 GREAT HOLES
STARRING FRED COUPLES**

LOOK FOR THE ALL
NEW, GAMEFAN
SPORTS COMING
IN APRIL!

NOW YOU'RE ON FIRE!



TE™
TOURNAMENT EDITION



**SHOOT FROM THE
HOT SPOT**



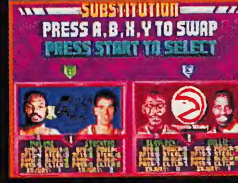
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MATCH-UPS**



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JAMDAY '95 FEB. 23



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™

GAME GEAR™

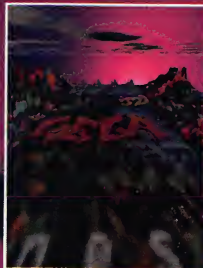


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WINTER CES '95

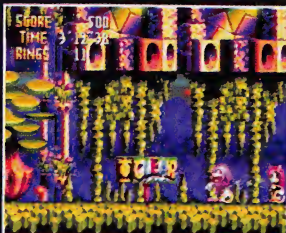
Another CES has come and gone. I'd have to tag this one as CES lite. In fact, I believe that the best game there was playing at our booth, Tohshinden for the Sony Playstation. On the other hand, while the amount of new games was somewhat lite, the amount of info and new announcements floating around was abundant. Sega threw a really cool party, and I had fun playing Virtual Boy... those were the high points for me. The E3, which will be held in Los Angeles this coming May, is being touted as the show of shows. This is where Sega, Sony, and Nintendo will all unveil their 64 bit hardware. We already have Saturns and Playstations, so for us, the E3 will boil down to one thing, the Ultra 64, which will be hands on playable for the first time. What you'll find on the following pages is a breakdown of some of the best new games for each platform. Bare in mind, many of the games are covered in this very issue. We work fast.



For a Winter show in a transitional season, Sega put on quite a display at the CES. Tom Kalinske got the ball rolling with a full blown press conference at Sega's adopted Vegas home, the Alexis Park, the only Hotel in Vegas without a gambling casino... I hate gambling casinos. There's nothing worse than hundreds of lumbering souls with buckets of quarters when you're trying to get to your room to watch True Lies for the fourth time. During the conference Tom touched upon Sega's winning year with a blistering 60% market share, plans to launch the Neptune 32X/Genesis console at an amazing price of 149.99 (he held it up), the September release of the Saturn at a price between three and five hundred dollars (he held that up to), and introduced Sega's latest ace in the hole, Deion Sanders. Everyone had happy Sega hankies, and the whole thing came off ultra positive. One interesting remark Tom made was that the engineers at SOA cannot get Sonic 1 to run on a Pentium! This gave me great personal joy as I would consider such a port pure sacrilege. Sega is going to throw the teeny PC market a bone and release some FMV stuff... the perfect place for it! Tom also danced around the imminent release of the 16-bit Venus handheld. Right now the price (it would be around 199.99) is just too high for Sega's blood.

Sega's plan is simple... it's called the triple play. You've got the Genesis (which Sega will continue to support vigorously in '95) at 99.99 for the casual user/K-Mart shopper, the new 32X (which will be Sega's main focus for years to come) for the mass market, and the Sega Saturn for the hard core gamer who demands the best and has the money to buy it. This makes a lot of sense, but two things need to happen to make it work. Number one, SOA has to make the Saturn compatible or bring out imports SIMULTANEOUSLY to keep that hard core gamer happy (he's miserable right now with all of his RPG's sitting over in Japan). I know this for a fact, because he's my main focus, and I've got all his letters to prove it. Number two, the Ultra has to either go away or come in over the announced price of 249.99 with a pack in. The 32X is a great system but it has limited sound and texture mapping capabilities. The Neptune (with a game) will cost you in the neighborhood of 220.00. If you can buy a 64-bit power house with a Miyamoto pack in for thirty bucks more, this may throw a major wrench in Sega's plans. Of course Sega has Daytona, Sonic, Shinobi, Knuckles, intense marketing, and millions of dedicated users. Nintendo has to overcome years of fibbing, we could go back and forth all day, but you see what I'm saying... There's also a little company called SONY on the launching pad.

Hot at the show for Sega was Comix Zone (a fully interactive comic that is just too cool), X-Men 2-Clone Wars (see page 62), and Batman and Robin (holy special effects!), for the Genesis, Eternal CD, Dungeon Explorer, and Lords of Thunder for the CD, and Tempo (pg. 73), Metal Head (pg. 70), and the AMAZING Chaotix (pg. 72), for the 32X.



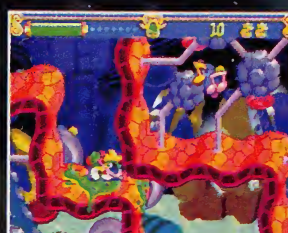
SEGA
KNUCKLES CHAOTIX (32X)



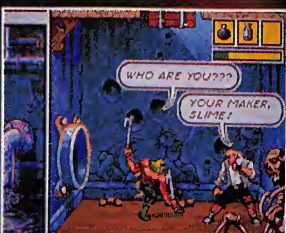
SEGA
METAL HEAD (32X)



SEGA
TEMPO (32X)



DIGITAL PICTURES
CORPSE KILLER (32X)



SEGA
COMIX ZONE



SEGA
X-MEN 2 CLONE WARS



ACCLAIM
MORTAL KOMBAT II (32X)



ACCLAIM
STARGATE



ACCLAIM
JUDGE DREDD



ACCLAIM
SPIDERMAN



JVC
SAMURAI SHODOWN (CD)



JVC
FATAL FURY (CD)



ABSOLUTE
RDF: GLOBAL CONFLICT(CD)



SEGA'S
NEPTUNE



NINTENDO
STARFOX 2



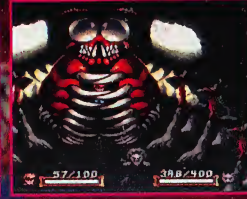
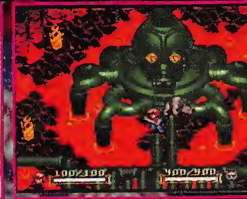
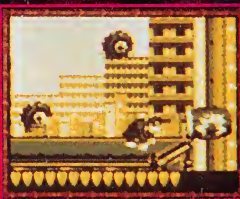
NINTENDO
KIRBY'S DREAM COURSE

NINTENDO
EARTHBOUND

NINTENDO
COMMANCHE OVERKILL

NINTENDO
FX FIGHTER

NINTENDO
KIRBY'S AVALANCHE



NINTENDO
DONKEY KONG LAND (GB)

NINTENDO
COLOR GAMEBOYS

SQUARE
SECRET OF EVERMORE

KONAMI
METAL MADNESS

It was an interesting time over at the massive Nintendo area. I crossed the land of DKC hoping to be dazzled by Starfox 2, Comanche, and FX Fighter. Starfox 2 looked great, but I've been down that road, Comanche is ultra pixelized (but plays very well) and FX Fighter, well, let's just say it needs work. To my surprise what really impressed me at the Nintendo booth was the Virtual Boy! What a cool device this is! At first you think black and red, big deal. But once you are immersed in a true 3D, bitmapped world of it, it becomes a very personal experience. The black and red creates a unique atmosphere unlike anything I have ever experienced in gaming. Hey, I love gadgets, and this is the ultimate gadget! It looks and feels totally new. I played Telero Boxer first and was mildly amused, then I moved to Pinball and started to really get into it. But then... I saw Mario! He's walking along side scroll and then all of a sudden, he turns and walks into the background... way into the back-



doing at E3. The Ultra is a BIG GUN!
The best looking SNES stuff at the show was Squares animation/SGI-Mana style-made in the USA-RPG, The Secret of Evermore, Titus's amazing Prehistoric Man, Konami's Metal Madness, Capcom's return to the original Megaman, Megaman 7, and Nintendo's own Starfox 2.



VIRTUAL BOY

TECHNICAL SPECIFICATIONS

CPU: 32-BIT RISC PROCESSOR RUNNING AT 20 MHZ

DISPLAY: DUAL MIRROR-SCAN, HIGH RESOLUTION, LED DISPLAYS

AUDIO: STEREO SOUND WITH SELF CONTAINED DUAL SPEAKER SYSTEM

MEASUREMENTS: 8.5"H x 10"W x 4.3"D

SOFTWARE: ROM CARTRIDGE

WEIGHT: 760 grams (HEAD UNIT ONLY)



COME ON IN...



JVC
BIG SKY TROOPER

ACCLAIM
JUDGE DREDD



NAMCO
WEAPONLORD

ACCLAIM
STARGATE



TUROK THE DINOSAUR
HUNTER - ULTRA 64

NINTENDO ACCEPTS THEIR
AWARDS FOR GAIA & METROID

THIS WAS A VERY FUN
PLACE TO BE!

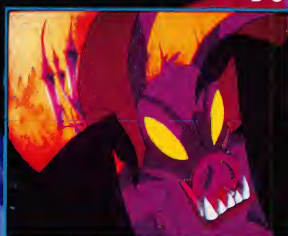


VIRGIN GAMES
DINOBLAZE - WHAT'S THE RUMPUS



WARP
D'S DINER

READYSOFT
SPACE ACE

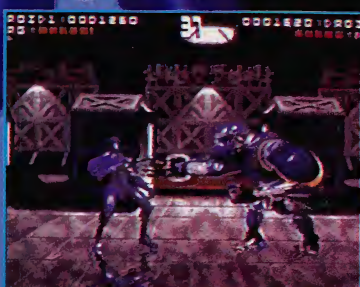
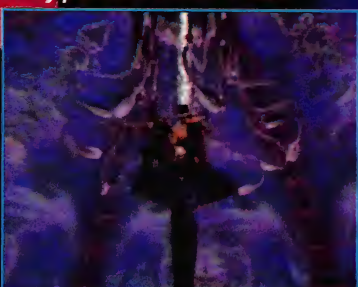
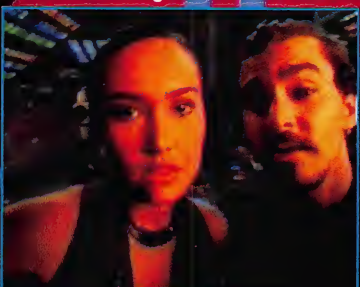


READYSOFT
BRAIN DEAD 13

INFERNO

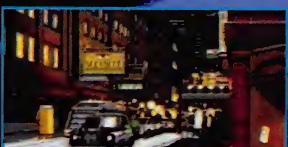
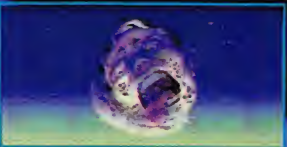
For some odd reason, 3DO Company again parked their booth in the PC/pocket protector section of the CES, quite a hike from the video game arena, which was also infected with interactive PC products (that's how slow this show was). I think it's time for 3DO to join the party over with the consoles. The Bulldog upgrade info. could be extracted from 3DO rep's, but no demo unit was present, only a short video clip on the huge 3DO screen. No price was available, but it will be out late this year. Goldstar announced the MPEG pack which will come packaged with Total Recall at 199.99. The MPEG pack will be compatible with the Goldstar unit ONLY. Goldstar also announced two new pack-ins for their 3DO unit. Shockwave and FIFA will both be in the box for 399.99!

There were many impressive titles present as well including Konami's incredible Policenauts, Warp's D's Diner (which unfortunately may not make it out in the US), Virgin's mega animated sports spoof Dinoblaze, Panasonic's amazing FMV game starring Tia Carerre, The Daedalus Encounter, Any Channel's PO'ed, ReadySoft's Brain Dead 13, GameTek's Quarentine and HELL, (starring Dennis Hopper and Grace Jones), and 3DO Co's Killing Time. Primal Rage was announced as well and will be coming out this November on every platform known to man.



PANASONIC
DAEDALUS ENCOUNTER

ABSOLUTE
RISE OF THE ROBOTS



POLICENAUTS
KONAMI



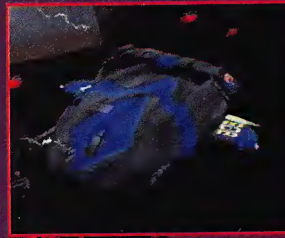
THE 3DO COMPANY
KILLING TIME

ANY CHANNEL
PO'ed

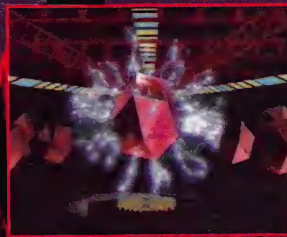
THAT'S RIGHT!



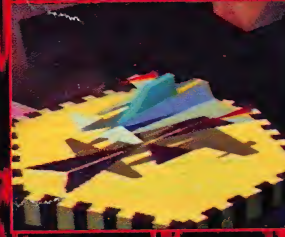
ATARI (CD)
BLUE LIGHTNING



ATARI (CD)
VARUNA'S FORCES



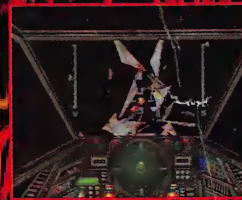
ATARI
BATTLEMORPH



ATARI
PHEAR



ATARI
HOVER STRIKE



ATARI
SPACEWAR 2000



TIME WARNER INTERACTIVE
POWER DRIVE RALLY



Atari took up a nice sized chunk of the floor at the CES and had quite a bit of new software on display, as well as the new Jag CD. Most impressive for the CD was the amazing opening CG demo for Battlemorph. The FMV looked a bit tiley (similar to the FMV on 3DO); but the game graphics looked great. Blue Lightning, and Varuna's Forces both looked very promising for the upcoming March launch. Of course, Atari had a healthy batch of carts as well, the best being, Conan, the lightning fast racer-Burnout, the zooming-White Men Can't Jump, Space war 2000, Power Drive Rally, Ultra Vortex, and Rayman. The jury's still out on Fight for Life, this fighter has a ways to go (miles) before it gets anywhere near Virtua, and no miracle on Earth could put it in the same class as Toshinden on the Playstation. Atari has their work cut out for them in '95.



ATARI
FIGHT FOR LIFE



4-PLAY
BATTLE SPHERE



ATARI
BURNOUT



ATARI
BURNOUT



ATARI
WHITE MEN CAN'T JUMP



ATARI
WHITE MEN CAN'T JUMP



ATARI
CONAN (WORKING TITLE)





SNK turned out in force for the first time in over two years with the roll out of their NEO GEO CD. They had a cool Haomaru actor livening up a dismal tent full of PC goo, as well as a Samurai contest that we would have easily won, if they would have picked Nick. Most of the launch titles are CD versions of the older cartridge stuff, but there were four new games present, including: Panic Bomber, Zed Blade, Gururin, and Fight Fever. The best news is that there is a Samurai Shodown RPG, an ADK RPG, and a 266-meg Fatal Fury 3, all on the way to CD! If SNK releases some platformers and RPGs, they could easily grab back a big chunk of their home users, let's hope they do! Personally, I'm still waiting for Magician Lord 2. Release that SNK, and you've got my money!



ZED BLADE 110 Mega

ARE YOU READY FOR THE BATTLES?

Choose your air lot and take weapons before the battle. Powerful, bombs, and power-up items are available in the thrilling battles. Real and high powered shooter.

GURURIN 42 Mega

ROTATE THE MAGIC TROUPE!

Once an evil disease had swept into this peaceful world. The magic troupe stepped into a magic trap to get strength and courage necessary to repel the evil disease.

FIGHT FEVER 98 Mega

THE TAKEMWANDO INFERNO.

None of the world's toughest. None of the world's toughest. None of the world's toughest. You won't believe the match of the millennium until you play it.

PANIC BOMBER 52 Mega

EXPLOSIVE ACTION PUZZLE GAME!

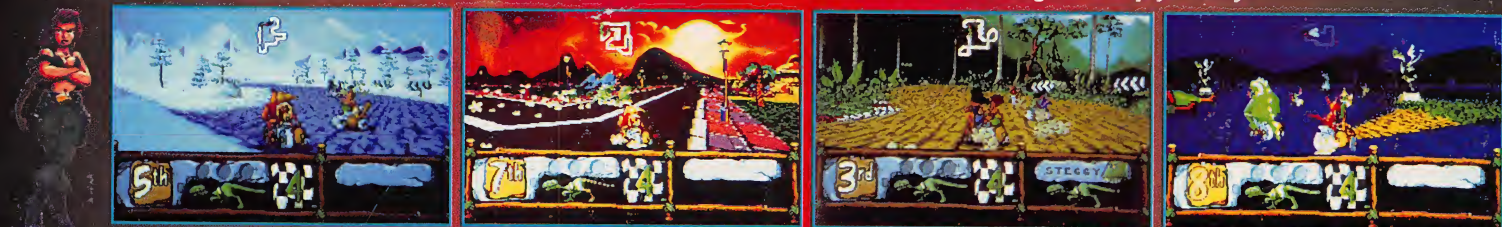
The Bomberman family returns on the NEO GEO! Control the characters and their strategic explosives to destroy your opponent with your puzzle bomb.



By far my most joyous meeting I had at the show was with Core Design's Jeremy Smith and Susan Lusty. Not only did Jeremy have buckets of amazing software to show me, but he's just the coolest guy I've ever met. You don't get to laugh too much at these things, so sitting down in the Core booth is always a kicker. Pictured below are: Swagman (Core's Nightmare Adventure game for the Saturn and Playstation, Jag CD) - Laura Cruz (gggguurrr) from Tomb Raider (a 3D Action Adventure for the Saturn, Playstation, Jag CD, and 3DO), Demos from Shellshock for the Saturn, and the amazing BC Racers for the 32X. BC on 32X is just the coolest racer I've ever seen. Core's Golf game, The Scottish



Open-Virtual Golf for the 32X, was also at the show (I'll have pic's for ya' next month) and is so good, that after you play it, you'll hit the can with all your old Golf carts! In the months to come, we'll have special features on all of Core's exciting new games. In the meantime, give "The Swagman Cometh" a read and then go out and pick up Skeleton Krew. That oughta' keep ya' busy!



THE SWAGMAN COMETH

Once upon a time, in the land beyond sleep, the Swagman, Prince of Nightmares, king of the dark, went deep, deep, sleeping, out from his Swaghouse on legs made of licorice candy.

He crept through the dark, through the desert, through the shadows, twice sleep and awake, and into the nightmare of children who by 2 AM and worn in their beds.

And picked them with fingers of ice, and whispered bad things in their ears, of monsters and trolls and dark corners, and things that go bump in the night.

And the Terrors came out of their slumber, from the places they slept in the day and danced and sang and made mischief, while the Swagman went sleeping away.

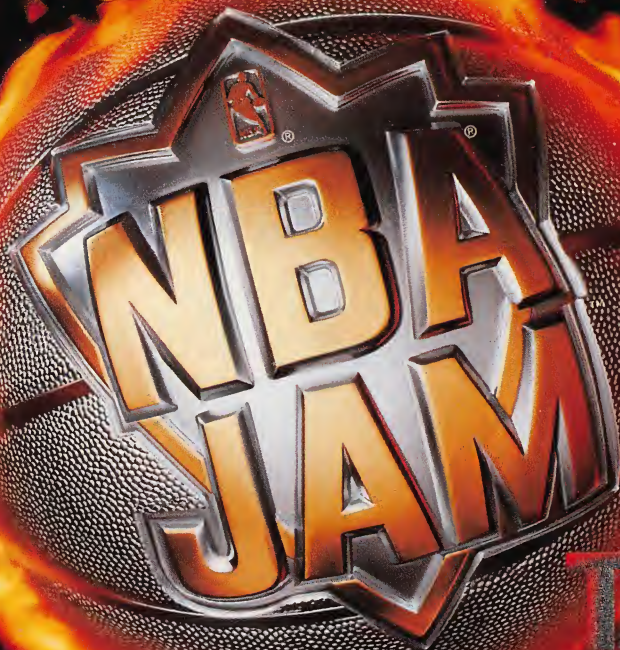
Went sleeping away into nightmares, with his licorice legs and his whisper and his witch-hat and fingers of ice, and his horrid banana-noon zink and his breath of bitter-sweet spice.

Until the Dreamlight flew out from his palace, its palace of rainbows and sun-rays, and flew through the dark and the shadows and flew through the night and the day.

Dropping a bright rain of Dreamlight to banish the Terrors away.



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SPOT**

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MORE SECRET PLAYERS
MORE SUPER JAMS**



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS
GAME GEAR



MIDWAY

Acclaim
entertainment, inc.

RENEGADE
CAMEFAN



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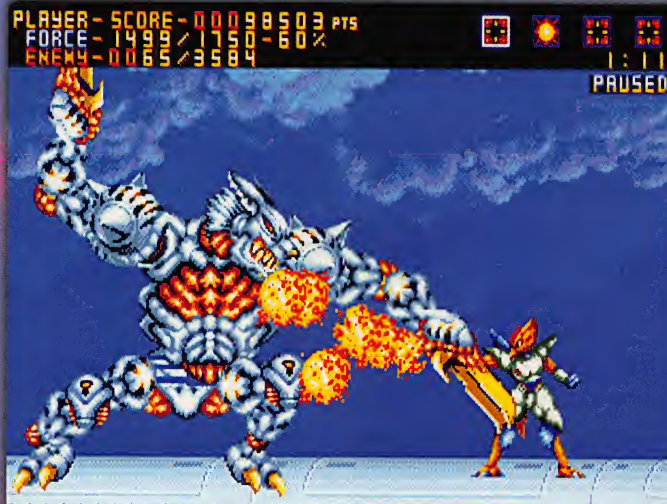
JNN SPECIAL FEATURE!

ALIEN SOLDIER

SPECIAL
PREVIEW

MD • TREASURE
16MEG
BOSS FEST
AVAILABLE APRIL

Well, here it is, the final version of what is perhaps, technically, the best 16-bit Sega game ever created, Alien Soldier. You're probably wondering exactly what you are looking at. At first glance AS looks like an all out boss fest. Well, that's because it is. There's maybe one minute of side scroll Alien bashing between each boss, but besides that, AS is non-stop mega boss fighting! I'm not talking your average one minute kills either, these are fearsome beasts! Most are huge and travel as you beat upon them. Many of them take over five minutes to kill! The action scrolls in just about every direction imaginable and the special effects literally never stop. I guess Treasure figured: why build up to a few awesome bosses?... we'll just make a whole game out of them! Hey, it works for me. I'll tell you one thing, I am now a PROFESSIONAL BOSS KILLER! If you're looking for the most intense action to tax your gaming skills, track down a cart this March when AS hits Japan. US release?...SOA said nada, so we're working on it. -E. Storm



SCENES LIKE THIS ARE COMMONPLACE IN ALIEN SOLDIER!



STAGE02
ANTROID



STAGE16
BACK STINGER



STAGE19
DESTROYER-MH2



STAGE13
BUGMAX



STAGE05
WOKERY



STAGE09
EPSILON



STAGE03
SHELL SOGOON



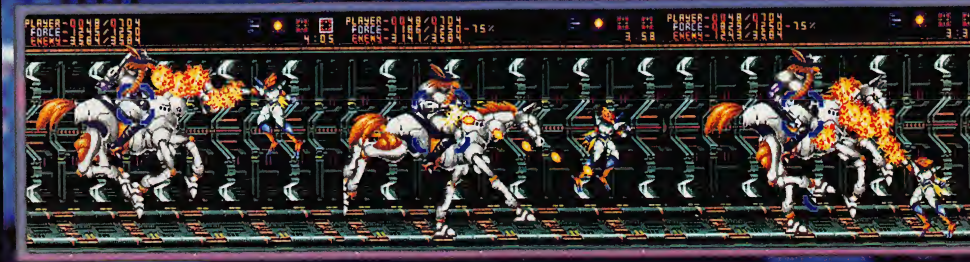
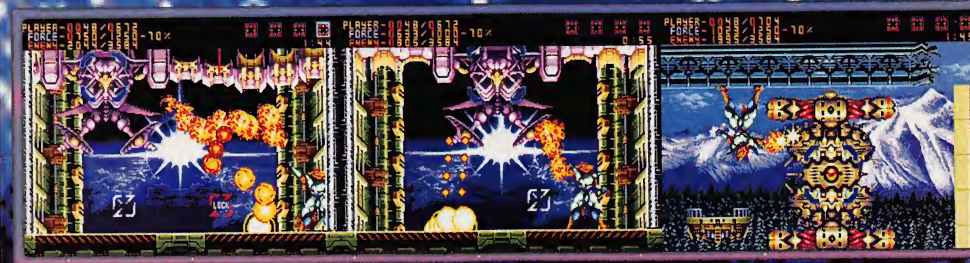
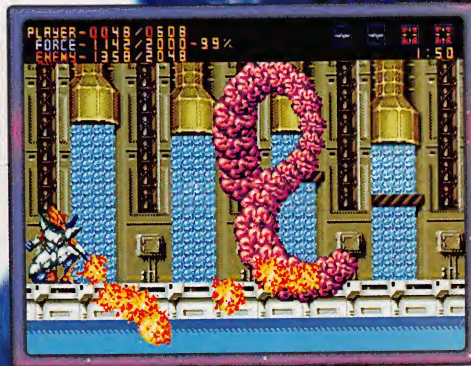
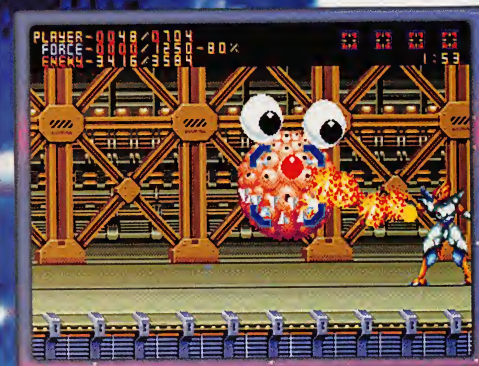
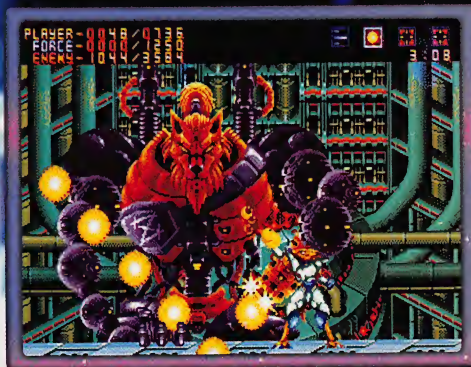
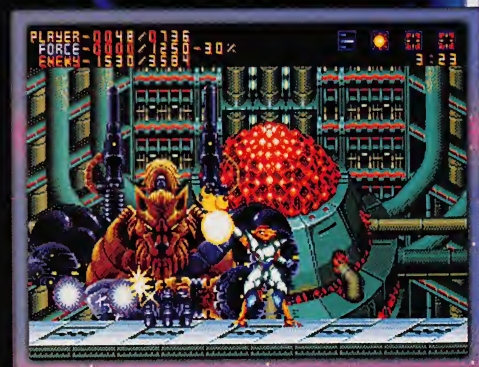
STAGE00
SNIPER HONEYVIPER



STAGE05
MADAM BARBAR



STAGE21
DESTROYER PROTOTYPE



STAGE08
FLYING NEO



STAGE15
SUNSET STING



STAGE23
WOLF-BLOOD BARBAR



STAGE04
DODGE



STAGE20
VAMPIRE FORCE



STAGE11
NEOUSA FORCE



STAGE18
SLYPHER FORCE



STAGE19
AETHERIS FORCE



STAGE25
SIRENE FORCE



STAGE25
Z-LEO

JAPAN NOW!



JAPAN NEWS NETWORK

It's been a year since the Northridge Quake, and before I'd totally forgotten the chill from our experience here in LA, Japan was hit with a 7.2. Unfortunately, Nintendo, Capcom and Konami are located near the epicenter at Kobe, in southern Japan, with Konami being the closest. I hope none of these game companies were hit too badly!

Well, the tragedy has officially begun in Japan as the 32-Bit system wars commence in earnest. There's no clear winner yet, but I'll keep you posted!

SNK

Let me start you off with some SNK news. Since Matsushita is releasing the Power-PC upgrade for the 3DO, SNK thought it best to introduce a **32-Bit upgrade** for their Neo•Geo CD. Apparently, this powerful upgrade will cost no more than 5,000 Yen, (\$50) but you'll have to send your Neo CD in to SNK to get the upgrade. SNK will officially announce this upgrade in Spring. The first game programmed for the 32-Bit Neo, the **266-Meg Fatal Fury 3: Road to the Final Victory**, will be out in arcades in March and for the home in April. I probably shouldn't mention this right after the 32-Bit CD announcement, but seems that SNK is planning to announce a brand new **64-Bit** home system late '95. I'll keep you informed about these two systems in the months to come. And finally, some big news for Neo•Geo RPG fans. A game that's in development right now, exclusively for the Neo•CD, is **Samurai Shodown: The RPG!** Early rumors report that the battle scenes in the RPG will be regular fighting-game style!

NINTENDO

On December 21st, 1994, Nintendo, along with the television service company St. Giga, announced its new **Satellaview** project. To be released on April 1st, 1995 for a price of 14000 Yen, or about \$150, Satellaview is very similar to the Sega Channel in that you'll be able to download games from a remote cable service for home play. To access the system, all you need is a Super Famicom, the BS Antenna and Tuner, and of course the Satellaview system. With the Satellaview, games such as RPGs can be downloaded, beat, and when completed, simply download new dungeons, scenarios or quests for the same RPG. Likewise, new tracks for driving games can be added. No information is available yet on whether this service will be released in America. The networking business is getting pretty popular now, and I'm sure this will open up many new possibilities in the video game industry!



Usually our **Ultra-64** coverage is in Other Stuff, but I've got some hot Ultra game info from Japan, so here we go: Nintendo is doing Mario vs. Wario, Tetris 3 and **Mario Kart 2**. Capcom's doing a **MegaMan** game, Konami is doing a **Castlevania**, Seta's doing Twin Eagle II and Square is doing **Final Fantasy VIII**. I'm not totally sure yet, but I heard that Nintendo's going to be showing the Ultra-64 in March at an as-yet-unnamed Japanese convention... before E3! This is possible because it's unlikely Nintendo would debut a new home system in America before Japan. If this rumor is true, I'll have a full report on this convention next month!

Special K's last-minute info

Sega will be releasing **Outrun** for the **32X**. Since Space Harrier and After Burner have been released, it seems pretty obvious that Outrun would be next... but aren't we forgetting something? **Power Drift!** Dempa Shimbun has had the license to release the game for years now on Mega-CD, but it's finally expired and Sega's getting right to work on the 32X version... finally! In other Sega news, Yuji Naka, the creator of Sonic the Hedgehog (Whose name was misspelled "Yuju Naka" in the American Sonic & Knuckles manual) is currently working on a 2-D Sonic game for the Saturn! I've heard rumors of a 3-D Sonic game being developed in the U.S, but this seems to point to the contrary. The Saturn Sonic game should be out before the end of the year. Also, Taito will be releasing **Darius Gaiden** on the Saturn. Namco is releasing **Ridge Racer** on **Saturn**, too. Well, please keep your eyes on JN! and GF32 for the latest hardware info!

Square is currently developing **Final Fantasy VII** for the Super Famicom, utilizing Donkey Kong Country-style SGI graphics. Furthermore, the game is 64-Meg! Hopefully it won't be that expensive... Also, Legend of the Sacred Sword 3 (Secret of Mana 2) is currently in development.

Other arcade news is that **Gouki (Akuma)** from Super SFII Turbo is in Capcom's **X-Men** as a hidden character. Check it out as soon as X-Men hits the US!



X-MEN BY CAPCOM

JAPAN NOW! Daytona USA Update

This month's JN! pick is Daytona USA for the Sega Saturn... I have the latest pics for you! Compare these beautiful new shots with the ones we ran just last month... the difference is amazing! Can you believe it's only 50% complete? All of the Saturn teams at Sega of Japan are working on Daytona and Virtua Fighter 2 simultaneously. Daytona will be done in March and VF2's supposed to be shown at the Tokyo Toy Show in June!



6 Months Ago...

And Now!!

Compare these two screen shots. Most people seem to think that the Saturn can't do a perfect version of Daytona, but I don't think so. I bet that many of you have seen Ridge Racer for the PlayStation and were shocked, but I guarantee Daytona will shock you more! Just hang on!

Jeffrey



Jeff



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Jon



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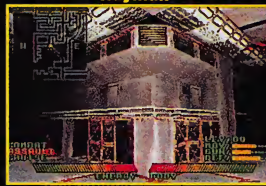
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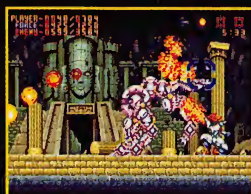


Ultra Vortex



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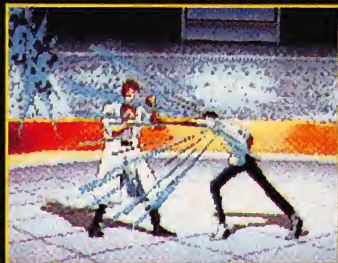


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THE POSTMEISTER



Dear GameFan,

I have been reading your magazine since day 1 and have been writing once a month for the past 2 years. I finally thought I'd write about something current and maybe you would print my letter.

I was wondering if the Jaguar was in circulation in Japan and whether or not it was very popular? Does it have any companies based in Japan, and do they have to wait for games like we have to? Also, did the Japanese like the old Atari system? Are there plans for any RPG's for the Jaguar?

I know that Killer Instinct has Nintendo's name on it, but it also has the Midway's and Rare's too. Does this mean Killer Instinct could be coming out on other systems besides the Ultra 64 (Jaguar in particular)? Also, is the Ultra 64 going to be a CD or cartridge based system, and what kind of licensing will it have?

Sincerely, Josh Cordasco

Dear Josh,

Yes my friend, the Jaguar did come out in Japan. Unfortunately, it was one of the most dismal launches in history. I had Yagi do some checking, and he reported back that one fairly large distributor in Tokyo who supplies a chain of game stores sold a whopping twenty his first week. The retailer we buy our games from sold two. Why, you ask? Euro games do not go over well in the land of the rising sun, nor do platforms with limited software. And the whole "64-bit" thing... they ain't buyin' it. Japanese gamers are extremely picky when it comes to upgrading. The Super Famicom, PC Engine, and Mega Drive are still big there; although they are buying lots of Saturns and Playstations. There are currently no 3rd parties or RPG's in the works overseas. As for Killer Instinct, it will never appear on any other platform. Nintendo has many such exclusive contracts in place for their power house Ultra-64. Licensing?... everyone who wants to ride the wave. All I can say is wait 'til September. What we are about to receive for under three hundred bucks, is utterly mind boggling! I wish I could say more.

P.S. The other guys say the Ultra isn't coming out... that's funny, I've read about five press releases just in the last week... maybe they should check the fax, or should I say facts. Oh, by the way, you were right!

Dear Post Toastie;

Love your mag. Great screen shots - great reviews and previews. It's also nice to read a mag printed on paper instead of Charmin' Ultra!!

I do have a bone to pick with you, however. (By the way, do you little guys who ride around in 4 buys have any skeleton? You need a Hummer, baby!!) Final Fantasy III -

RPG of the year? Come on Meister Man, you must have been in too many crashes lately. Why RPG of the year? - For story? No way!!! I can watch "Days of our Lives" if I what to cry, or I can listen to Kathie Lee Gifford sing and really wail. But, I want an RPG that challenges me, not one that requires a lot of Kleenex. (A lot of free plugs here - huh?)

In my opinion, Final Fantasy III is really a 30-40 hour RPG drawn out for another 20 hours by the way it plays. For those that haven't played it (this may get boring for you, since you already played the game, so oil that Jeep it must have at least 3000 miles on it.), all the characters have to learn magic. But, only those in your fighting party are learning it as the story progresses. There are usually 4 people in your party - 14 characters overall - about 26 espers (the items that contain the magic). Want everyone to learn all the magic? - Add at least 10 hours.

In addition, only your fighting party powers up. Guess what sports fans? At the end of the game you use 12 characters to fight the last battle. Power up time - add another 10 hours.

One more thing, Posty Watch out for that cliff!! You can only change your party when you're on the airship. Then you have to restructure the whole party. You can't just change one character.

The challenge in an RPG should be the battles, the puzzles, and the quest itself. Not powering up and learning magic. And, the storyline should help it along. FF III was a good game, but not the best in a very lean year of RPG's.

My nomination - How about Breath of Fire?

Yours in Gaming, Reely play Goodgames

Dear Reely,

Clever... not! It sounds to me like you may want to take up puzzle games or maybe bass fishing. When an RPG is long and has a massive interface, that makes it a better ROLE PLAYING GAME. No two people will play this game exactly alike, that's cool! If it was linear and easy, it surely would not have won. Photo real backgrounds, a great story, fantastic music, and phenomenal special effects, and not RPG of the year? C'mon man! I liked BDF too, but better than FF3? No way. Oh, by the way, what are you doing watching Days of Our Lives and listening to Kathie Lee Gifford? These are bad things that can seriously warp one's mind. At least you have good taste in 4X4's...a Hummer, hmmm...

Dear Postmeister;

I've been a fan of the big "N" despite their ups and downs. But, I can't believe they ACTUALLY think that 3 million people are going to go, "You mean that for a mere \$200.00 I can have not only RED graphics; but BLACK backgrounds as well? WOW!!"

I also can't believe that they would have the gall to expect us to shell out AN ADDITIONAL FIFTY DOLLARS for a measly 64-Bit system? The nerve!

Are they trying to cover lowered profit expectations on hardware production for U-64 by relying on ONE generation of "gotta have its" for their Virtual Boy?

"Something in the water does not compute"——Prince 1999

Earthworm Jim is still #1,
Marquis OZ
W. St. Paul, MN

Dear Marquis,

Have you played a Virtual Boy? Obviously not. I'll tell you one thing: I have, and I'd pay MORE than two hundred for one! The red and black is sooo cool! There are 32-bit bit-mapped graphics in there, my friend, and deeeeee 3D. Don't judge until you've plunged. And are you actually complaining about the most powerful game system on Earth costing 249.99? Dude, you need help. On top of that, you listen to Prince, Eeeewwww. At least you like Jim... there's hope!!

Dear Postmeister;

I think your magazine is great. I would like to thank you for putting GameFan 32 in GameFan instead of making people who buy your magazine pay twice the money. Your magazine is worth the 5 dollars a month that I pay for it.

Now, let's get down to why I'm writing this letter. Trying to decide which system to buy. The systems I'm trying to decide on are Nintendo's Ultra-64, Sega's Saturn, and Sony's PlayStation. Will Square make RPG's for the Ultra-64? Will there be a sequel to Donkey Kong Country? I bought DKC when it first came out. I think it's one of the best games ever made.

Now on to the Saturn. Will there be RPG's? Will Daytona be close to the arcade version? If it is, I might buy a Saturn just for that game. In your December issue you talked about a game called Bug! What will it be like? When will Virtua Racing Saturn come out? Will there be a Sonic game on Saturn?

Will there be a game like Sonic or Mario on the PlayStation? Do you know what game Capcom is working on for the PlayStation? Can you tell me some of the other good games that are coming out for the PlayStation?

My last question is when are these systems coming out in America?

I have a lot of questions but I don't want to spend my money on a game system that I will not like.

Keith Lang
Oakdale, CA

Dear Keith,

The answer to your (many) questions is complex, but I will try. Many people wrote similar letters, so here goes... Let me look into my crystal dirt clod... The Ultra is POWER! PilotWings 2, Mario Five, and Ghouls and Ghosts are reason enough to harness that power. At 249.99, I can't imagine anyone passing the U-64 up, so let's talk about the other guys. If you're into platformers, and RPGs alike, the Saturn may be your ticket. Clockwork 2 is done (bliss), Shinobi (shwing!) is nearly done, and Sonic is now in development. I actually saw Daytona and was floored by how close it was at 50%. The redraw needs a little work, but when it's done (around March), I'm sure it will deliver big time! There are already three Saturn RPGs close to completion: Ray Earth, an action RPG similar to Mana, Ryglord Saga, a Shining Force type Strategy RPG, and Blue Seed, a Fhey Area type RPG. As you know, Sega RPGs are plentiful in Japan and, according to Tom Kalinske, the President of SDA, import games will be swift in coming. Virtua is being developed by TWI, and it looks pretty cool. I haven't heard much more on Bug, but you can bet as soon as any info. is available, Other Stuff or Saturn Previews will have the scoop. The Saturn will surely be a raging system.

Now for the awesome Playstation (I love mine). The PS is the system of choice if you like the 3D stuff. It can do the most polygons and is developer friendly with these types of games. However, many a fine programmer has told me that it does not like to side scroll. So you will probably not see a 2D mascot for the PS like Sonic or Mario. I think captain Rock (see Motor Toon GP) may be the guy (he is in Japan).

Sony has ported Mickey Mania over, but it's the same game as the 16-bit Mickey with more color and better 3D. So the PS can side scroll, but can it line scroll like Clockwork? Time will tell. There are only two side scrollers slated for release in Japan for the entire year of '95. That has to mean something. There are, however, plenty of amazing 3D games, shooters and RPGs planned. One thing about the Playstation that I REALLY like is the fact that I've had mine for only two months, and I already have 16 incredible games compared to my 7 for my Saturn. PS has many a title ready to go at launch, and remember, this isn't Imagesoft... this is Sony Corp.... a 37 billion dollar company. That is power. Capcom is releasing their first PS title, Darkstalkers, this March in Japan.

The 64-meg Donkey Kong Country sequel will appear on SNES in late '95. I hear it annihilates part 1, can you imagine? 16-bit is still alive and kickin', but that is another story. The Playstation, Saturn, and Ultra-64 are ALL slated for a September release in the U.S., but the E3 show will be the true test. That is where everyone will unveil their official plans. It will also be our first opportunity to put our hands ON an Ultra-64. Nintendo is determined to be number one, and the hardware that they are offering is almost too good to be true. I know it's a cart system, but if they can compress like they say they can, we are all in for a shock. Have you seen the SGI DKC graphics raw, before they were converted to the SNES, like the box art, or our November '94 cover? Well, that is how Ultra games will look. Need I say more? In the end though Keith, I don't think you can go wrong with any of these new systems. They all have

MAJOR support and power hardware. Good Luck!

I'd like to thank all of you for the amazing response to my little area in GF. I'm working on some clever ideas to get to more of your incredible mail. Thanks a ton!

P.S. Bleep, I got your letter and found it most interesting. I'm actually going to do some research, and I'll get back to you next month. Also, I will be going ON LINE on Prodigy, and America Online, in February, so be on the look out. This could be dangerous...Cuz I'm Crazy!

Write to me on I'll run some President!

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Fast-Forward!

Welcome to Other Stuff. The Winter CES is over, and now that we're getting closer to E3 the gaming industry is about to get the biggest facelift it's ever had. Just what will this facelift be? The unveiling of the world's first true 64-Bit gaming system, not a multimedia machine or SNES CD-ROM as reported in other gaming mags. Also recently "reported" in other mags was the death of the **Ultra-64**. Well, sorry guys, you're 100% wrong. Come E3 you'll be apologizing to Nintendo and your readers. We've backed the Ultra-64 from the beginning, and as I'm writing this edition of Other Stuff I can guarantee that

there are now over **thirty-five developers with Ultra development systems**. This report came directly from sources at Nintendo of Australia, who also confirmed that Nintendo has millions of 64-Megabit ROMs stock-

piled for the release of the first Ultra games. At E3 Nintendo will have about ten to fifteen games showing, including third party titles. I also have some new, **final specs on the Ultra-64** hardware. The final specs are:

64-Bit CPU
64-Bit Reality Immersion Graphics Processor
64-Bit Sound DSP with 64 Sound Channels running at 44.1KHz
320x224 to 1200x1200 lines of resolution (double the average TV)
100,000 Real-time, Texture-Mapped polygons per second.

It's true that the PlayStation can process 360,000 real-time, texture-mapped polygons per second, compared to Ultra's 100,000, but the Ultra has lots of impressive hardware features like **Real-Time Anti Aliasing**, **Real-Time Ray Tracing**, **Real-Time Tri-linear Mip-Mapped Interpolation** and **Real-Time Load Management** that make up for this fact. Just what are these amazing features? Well, Real-Time Anti-Aliasing makes all sharp edges disappear on characters or backgrounds in games like *Donkey Kong Country*, and it makes the overall picture sharper and much more realistic. Real-Time Ray-Tracing is basically a superior version of light-source shading. Real-Time Tri-linear Mip-Mapped Interpolation, or TLMMI, means that every texture-mapped image or picture, when scaled in, will never pixellize or block up like you see in recent games like *Daytona*, *Ridge Racer* or the PlayStation's *Toh shin den*. The Ultra-64 will be the only system to have this technology for five years, and up 'til now only \$25,000 industrial graphics workstations like the SGI Onyx have employed this incredible feature. Last but not least is Load Management, a hardware feature which will get rid of the popup parallax backgrounds as seen in every 3-D game ever made. This hardware feature is given to the programmer, so if a bad company who doesn't have a good programmer makes an Ultra game, there's a chance you'll see popup backgrounds. But if a good programmer, say a Capcom programmer, makes a game on the Ultra you'll never see popups again. One more thing about the Ultra hardware before I move on to games: A company called Rambus Inc. is developing a breakthrough high-speed RAM technology for the Ultra that runs at 500MHz, making three-dimensional imagery possible.

At the Winter CES, SGI showed a video which contained demos of the Ultra-64 hardware, and I have only one thing to say... Come this September, Nintendo's gonna silence a lot of skeptics. In other Ultra news, **Pilot Wings 2** will be the pack-in for the Ultra-64, but it might go through a name change. The new name is not yet known but sources are hinting that the new title will be *Dragonfly*, the working title for *Pilot Wings 1* when it was still in development. *Pilot Wings 2/Dragonfly* will be 64-Megabits. In **DOOM** news, Williams Inc. will not be doing the DOOM conversion for Ultra-64. id Software, the creators of the game, will be programming the Ultra-64 version and Williams Inc. will sell the game under its own label. DOOM will be 64-Meg with an October release.

Rare in the UK have over six projects in development for Ultra-64 as we speak. Perhaps even a **Donkey Kong** game for the Ultra-64... who knows? Williams also has a 3-D fighting game for the Ultra-64 arcade hardware. This game is still far from being finished since the creator of MK, Ed Boon, is still working on **MKIII** and will be for another three months. Expect a March '96 release for this one. Acclaim's **Turok: Dinosaur Hunter** is still in the earliest stages of development, but expect a Christmas '95 release for this 64-Meg action game. Spectrum HoloByte, the computer game manufacturer responsible for the famed PC flight simulator *Falcon*, will exclusively be making an Ultra-64 game. The name of the cart is **Top Gun**, based on the box-office smash of the late 80's. Capcom has Ultra-64 games in development, and one of these is a new **Ghouls 'n' Ghosts** adventure. Another rumored Capcom title is **Super Street Fighter II Double-X**, the sequel to SSF2T. Konami has a new **Castlevania** adventure in the works for the Ultra and a rumored Teenage Mutant Ninja Turtles fighter. Shiny Entertainment is rumored to be making an exclusive version of **Earthworm Jim** for the Ultra-64, more news in future issues.

Sega's Next Level

The **American Saturn** will be black in color, with a redesigned pad, and will retail for **\$399.99**. The pack-in will be **Daytona USA**. Other Saturn games in development include the sequel to *Metal Head*, *Gunwar*. *Gunwar* will be shown at the E3 and also has a November '95 release. Another new Saturn title is *Blackhawk* by Novalogic. This CD is the same type of game as *Comanche Overkill* for the SNES, only much better. *Blackhawk* will also be shown at E3 and has a December '95 release. Sources inside Sega have told me that **Sega Rally**, the new AM3 Model 2 arcade game is also being worked on for the Saturn and should be finished by January '96, with a March '96 release date. **Capcom** has unofficially confirmed, sorry Laurie, that **MegaMan** is in the works for Saturn along with **X-Men** and **Street Fighter the Movie**. Rumors of a new **Saturn Sonic** game are also floating around but you'll have to read about that in Japan Now!

Neo-CD

Sources at SNK have confirmed that the new **64-Bit Neo-Geo CD II** will be released in the 4th quarter of this year for arcade and home. The specs are undetermined right now, but next month I will have the specs and the official name for the Neo-Geo CD II!



Recently, at the Winter CES in Las Vegas, **Primal Rage** was announced for every platform. The Genesis, SNES, Gameboy and Game Gear versions will be out in September followed by the Saturn, 32X, and Jaguar versions in November.



32X Sonic?... No!

This demo created by the CG staff at AM3 has been popping up everywhere, as a supposed 32X Sonic game. It's just a demo, nothing more. Confucius say; translate before you scan.

Acclaim Entertainment, Inc. announced that it has completed work with R/Greenberg Associates in the creation of computer special effects to be used in New Line Cinema's "Mortal Kombat" SGI animation home video, due out later this year. The movie will feature Acclaim's proprietary motion capture technology, which utilizes scanning, traditional computer modeling techniques and a high-tech tetherless optical motion capture process. In addition to New Line Cinema, Warner Bros. Studios is also utilizing Acclaim's sophisticated motion capture technology to create special effects for its summer 1995 movie, "Batman Forever". Acclaim Studios (a subsidiary of the parent company) also unveiled its own blue-screen studio utilizing their new "Ultimate" software for Silicon Graphics workstations. The studio incorporates a state-of-the-art, full-spectrum fluorescent lighting system. Ultimate is utilized for compositing and layering of characters into a variety of entertainment media, including the Sega Saturn, and Nintendo Ultra-64. Titles expected to use the new technology include: *Batman Forever* for the Saturn, *Alien Trilogy* for the 32X and *Turok-Dinosaur Hunter* for the Ultra-64.



ACCLAIM'S ALIEN TRILOGY

WOLFINGER'S WALL

HEY, Welcome to the wall. It's just waiting to be splattered with your art. That's right kids, no longer are you restricted to just plain old envelopes to use as your canvas. If you're more comfortable drawing on paper or cardboard or rice paper, or **WHATEVER...** Just go nuts (as long as you keep it around 8 1/2"x11"). So keep that original artwork coming in, and maybe you too can win an original ink board from **"THE ADVENTURES OF MONITAURO"** Comic book signed by yours truly. Let's show those other mags who the real artists are.



This unique envelope comes to us from the slightly disturbed Aaron Bell of Manton, Mich. Why is the angry blue man punching Monitaur's face out? And where did he get those nifty purple pants?



The cold fury of D. B. Z. comes to us from David Buchanan of Ft. Hood, TX. Feel the power!



This beautiful pen and ink drawing comes to us from Vanessa Adams all the way from ON, Canada. You really have a graceful touch. Nice job.



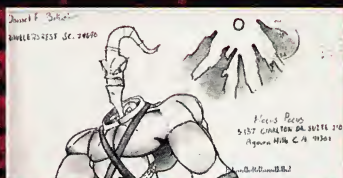
Here we have some comic relief from Edgar J. Vicalari from Pittsburgh, CA. This is one of Monitaur's earlier career choices that didn't quite work out.



Andrew Dickman of Garden Grove, CA drew us this cool comic perspective of everyone's favorite hedgehog.



Yet another one from the "Cricket" man. Yo, Edgar, keep the cool art coming in.



Daniel F. Bolbolan of Travelersrest, SC sends us this pencil sketch of the "Worm Man". Nice sense of design and cool style.



And the winning envelope comes to us from none other than...**JOHN BROBST JR.** all the way from Columbus, Ohio. Your use of colors is excellent and your line work is immaculate!! One thing though... I thought the little white puff ball was supposed to be a bad ass.

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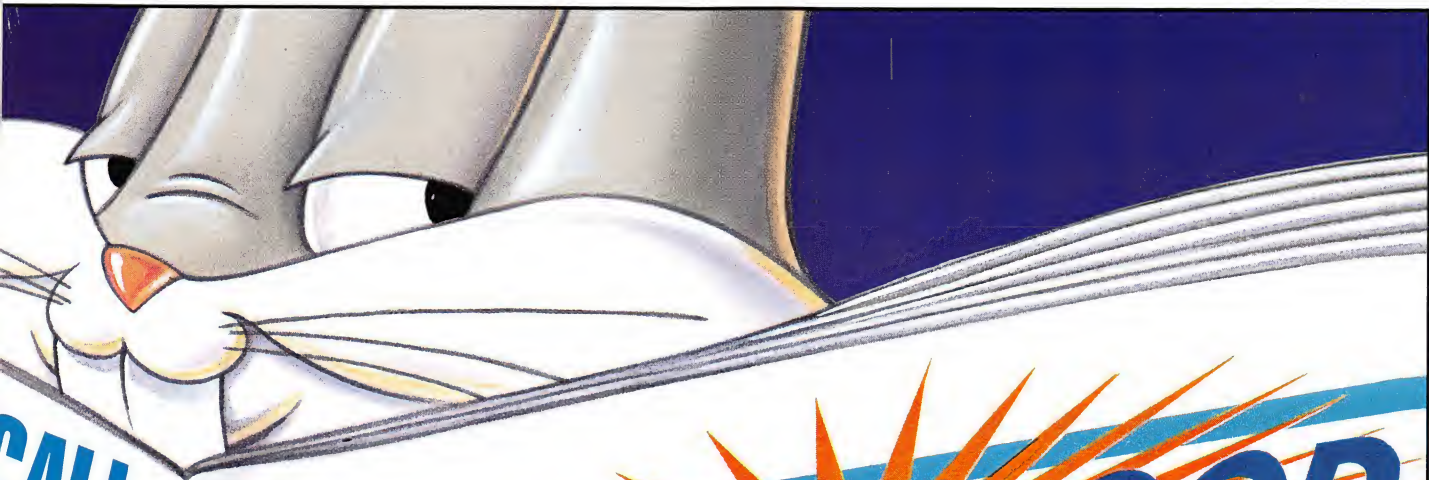
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HOLLYWOOD STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for nonsense streetball, all the way to 5, where the only rule here are no rules!

Change the ball into a pie and show your opponent the new meaning in your face! Go solo or teleport past an and take it to the two! And the clock isn't the only thing ticking when the ball becomes a bomb for

locker room after

the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the



team was pleased with its effort, though Taz's moves did

come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

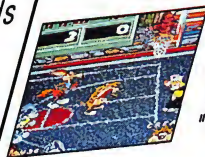
Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grooagh froww hrrrg!"



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

@! * * # ^ @! " Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having



a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



The you play, the you'll get.

w fr Du (also great ma in his ow The Loon features all yo Bugs Bunny, Pors Sylvester and Tweety, E Fudd. And Daffy Duck himself. The Acme Animation Factory just the carrot on the...er...Never mind.



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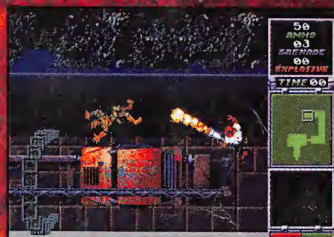
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THIS IS THE PRICE OF FAILURE.

The stakes are high.
And your crew is one bunch of
hard-core head cases.
Altogether, the odds stink.
Care to consider the alternatives?
There aren't any.
See you in the RED ZONE.



16 megs of rugged adventure and non-stop action with smooth animation and full-screen movie sequences.






Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.

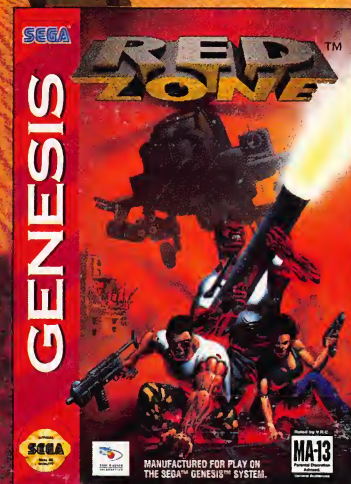


Your Apache's got it all: radar, auto night tracking and the devil's own firepower.

**WIN A CHANCE
TO BE IN A
MUSIC VIDEO!**

See Package
for Details

-  A chopper assault through a storm of fire and an underground blast-fest.
-  Control 3 outta-control commandos: Mirage, Shades, and Rocco.
-  Fully rotating 3-D world, animated at 30 frames per second. Two above and 10 underground environments.



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